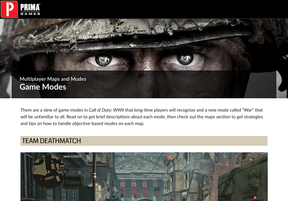
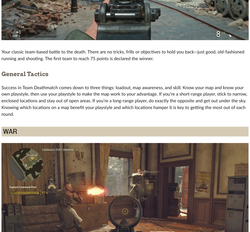


Multiplayer Maps and Modes

Game Modes

There are a slew of game modes in Call of Duty: WWII that long-time players will recognize and a new mode called "War" that will be unfamiliar to all. Read on to get brief descriptions about each mode, then check out the maps section to get strategies and tips on how to handle objective-based modes on each map.

TEAM DEATHMATCH

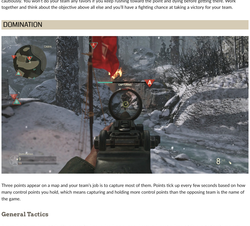


Your classic team-based battle to the death. There are no tricks, frills or objectives to hold you back—just good, old-fashioned running and shooting. The first team to reach 75 points is declared the winner.

General Tactics

Success in Team Deathmatch comes down to three things: loadout, map awareness, and skill. Know your map and know your own playstyle, then use your playstyle to make the map work to your advantage. If you're a short-range player, stick to narrow, enclosed locations and stay out of open areas. If you're a long-range player, do exactly the opposite and get out under the sky. Knowing which locations on a map benefit your playstyle and which locations hamper it is key to getting the most out of each round.

WAR

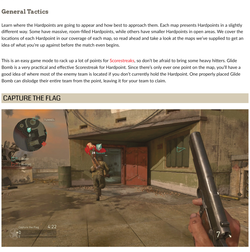


War is an objective-based, constantly shifting battle meant to reenact some of World War II's most defining battles. Instead of having a single objective, every completed objective pushes the battle lines back and shifts the focus onto a new point to attack or defend. Build up walls, machine gun emplacements, and other elements of the map to help your assault or hinder your opponent's.

General Tactics

War is all about playing the objective. You won't have a lot of room to flank and outmaneuver your opponents while playing this game mode, so focus on utilizing the resources at your disposal. Remember: It's not about kills, it's about taking your team to victory. If you cut off the enemy's ability to reach the objective, that's as good as taking down their entire team. Use buildable walls and machine gun emplacements to keep them suppressed. If they're capturing a point, sit in a covered corner and stall them until the rest of your team arrives. If the enemy has a position heavily-fortified, then spam grenades and move cautiously. You won't do your team any favors if you keep rushing toward the point and dying before getting there. Work together and think about the objective above all else and you'll have a fighting chance at taking a victory for your team.

DOMINATION

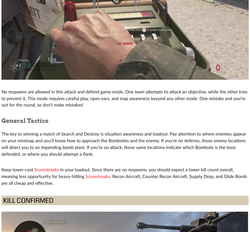


Three points appear on a map and your team's job is to capture most of them. Points tick up every few seconds based on how many control points you hold, which means capturing and holding more control points than the opposing team is the name of the game.

General Tactics

Always try to hold two points. You can go for the shut out and grab all three, but holding two points a majority of the game means you win by numbers alone. Don't get caught up trying to rack up kills, get on a point and hold it down until you see the enemy team making an attempt for a second point. If you are simply capturing points and leaving them unattended while roaming about, you're practically begging the enemy team to steal them back from you. If you have two or more points, hunker down and wait for the enemy to try and steal a point back.

HARDPOINT



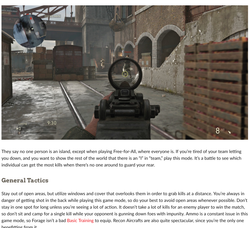
Hardpoint is a battle for a constantly shifting zone. Hardpoints are captured instantly once your team stands in the zone. Every second in the zone is a point in your team's favor. If a member of the enemy team steps foot in the zone, it becomes contested and neither team scores points—at least until the enemy is removed. A Hardpoint only stays in place for 60 seconds. After that, it is relocated to another part of the map and the battle continues. Be the team with the most points, or the first to reach 250 points, to be declared the winner.

General Tactics

Learn where the Hardpoints are going to appear and how best to approach them. Each map presents Hardpoints in a slightly different way. Some have massive, room-filled Hardpoints, while others have smaller Hardpoints in open areas. We cover the locations of each Hardpoint in our coverage of each map, so read ahead and take a look at the maps we've supplied to get an idea of what you're up against before the match even begins.

This is an easy game mode to rack up a lot of points for Scorestreaks, so don't be afraid to bring some heavy hitters. Glide Bomb is a very practical and effective Scorestreak for Hardpoint. Since there's only ever one point on the map, you'll have a good idea of where most of the enemy team is located if you don't currently hold the Hardpoint. One properly placed Glide Bomb can dislodge their entire team from the point, leaving it for your team to claim.

CAPTURE THE FLAG



A staple of first-person shooters, Capture the Flag is a near endless battle (at least it can feel that way) to steal the flag from your opponent's base while protecting the flag in yours. It's stressful, it's intense, but above all it is unadulterated, adrenaline-pumping action that never gives you a moment to breath.

General Tactics

Capture the Flag is a tough mode. The chaos of battle won't protect you when you have an icon hovering over you after grabbing the flag. Use flanking paths to grab the flag, then immediately head down the nearest path with plenty of cover. You need to break line of sight above all else. It doesn't matter if the enemy team can see you with a flag icon overhead if they can't actually shoot you.

While holding the flag, you'll gain a ton of points for each kill (100 for the kill and an additional 500 for killing with the flag in your possession). Bringing beefier Scorestreaks to this mode is not a bad idea. Carpet Bombing and Fire Bombing Run are particularly devastating. If you place a Fire Bombing Run in the path of the enemy flag carrier, you can drop them and your flag along with them.

SEARCH AND DESTROY

No respawns are allowed in this attack and defend game mode. One team attempts to attack an objective, while the other tries to prevent it. This mode requires careful play, open ears, and map awareness beyond any other mode. One mistake and you're out for the round, so don't make mistakes!

General Tactics

The key to winning a match of Search and Destroy is situation awareness and loadout. Pay attention to where enemies appear on your minimap and you'll know how to approach the Bombsites and the enemy. If you're on defense, those enemy locations will direct you to an impending bomb plant. If you're on attack, those same locations indicate which Bombsite is the least defended, or where you should attempt a flank.

Keep lower-cost Scorestreaks in your loadout. Since there are no respawns, you should expect a lower kill count overall, meaning less opportunity for heavy-hitting Scorestreaks. Recon Aircraft, Counter-Recon Aircraft, Supply Drop, and Glide Bomb are all cheap and effective.

KILL CONFIRMED

Kill Confirmed is Team Deathmatch with a twist. Kills are not enough to win here. When you drop an enemy, he drops a dog tag. Collect the tag and your team scores a point. If the opposing team picks up the dog tag before your team, that's a point denied. You need to make hard calls in this mode. Do you grab that one enemy's tags and score a point, or let it go to grab the three allied tags sitting nearby? Make the right calls and you'll see the Victory screen. Flounder and it is guaranteed defeat.

General Tactics

The same strategies that apply to Team Deathmatch apply to Kill Confirmed. Focus on collecting dog tags—your teammates and your enemy's—and you'll be well off. Play to the strengths of your loadout and the makeup of the map and play with more care than you would in a standard Team Deathmatch game. Getting kills means nothing if you're not grabbing tags; during repeatedly-just gives the enemy more tags to collect for themselves.

FREE-FOR-ALL

They say no one person is an island, except when playing Free-for-All, where everyone is. If you're tired of your team letting you down, and you want to show the rest of the world that there is, indeed, one "I" in "team," play this mode. It's a battle to see which individual can get the most kills when there's no one around to guard your rear.

General Tactics

Stay out of open areas, but utilize windows and cover that overlooks them in order to grab kills at a distance. You're always in danger of getting shot in the back while playing this game mode, so do your best to avoid open areas whenever possible. Don't stay in one spot for long unless you're seeing a lot of action. It doesn't take a lot of kills for an enemy player to win the match, so don't sit and camp for a single kill while your opponent is gunning down foes with impunity. Ammo is a constant issue in this game mode, so Forage isn't a bad Basic Training to equip. Recon Aircrafts are also quite spectacular, since you're the only one benefitting from it.

GRIDIRON

A rousing game of football, but with a Call of Duty twist. You need to grab a ball at the center of the map and run it into your opponents' goal to score points. Throw it in to earn a single point, but run it in for a "touchdown" and your team will score two points. You must wield the ball carefully to succeed in this game mode. While you're holding it you can't fire a gun, but you also have guaranteed 5 kill-melee kills and stronger Armor. Cleverness and map knowledge will lead you to victory above all else, so don't be afraid to try risky plays in order to take the game for your team.

General Tactics

Capture the Flag strategies apply to this game mode better than any others. The ball always starts in the center of the map and you always need to deliver it to the goal in the enemy base. Grab the ball, find the nearest path leading into a building (or other good cover) and make a run for it. If you see the goal, but you're not confident you can run it in, then throw it instead. Getting a point is better than no point.

You can't fire your weapon while holding the ball and, while that might seem like a rough proposition, keep in mind that you can throw the ball. If you see an enemy ahead while you're holding the ball, give them the ball. They'll have additional Armor, but they'll lose the ability to fire their weapon. When this happens, use range to your advantage to take down your enemy. Odds are when you do this, they won't be expecting it, they'll lose a second or two just trying to figure out why their gun isn't firing, which is more than enough time for you to take them down. Grab the ball and continue on your path to the goal. Keep in mind that this won't work if there's more than one enemy ahead. If you're good, you can throw the ball to one enemy, kill the second enemy, then gun down the first one. However, that's definitely not a strategy you should rely on unless you're completely out of options.

Be willing to pass the ball to teammates and don't be afraid to retreat and take a different route. Getting tunnel vision and trying to run down an enemy will work some of the time, but will give the enemy the ball most of the time.

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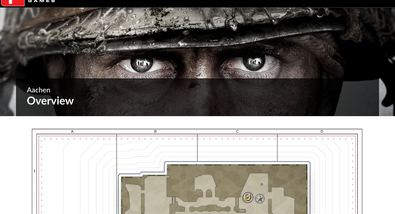

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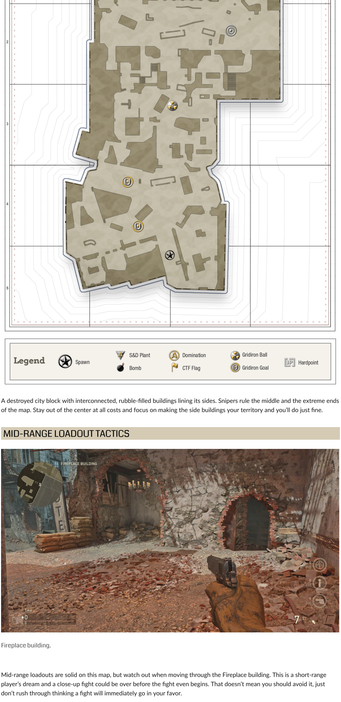
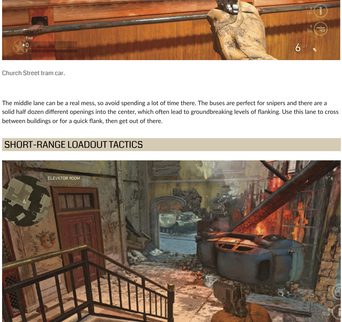
Overview



A destroyed city block with interconnected, rubble-filled buildings lining its sides. Snipers rule the middle and the extreme ends of the map. Stay out of the center at all costs and focus on making the side buildings your territory and you'll do just fine.

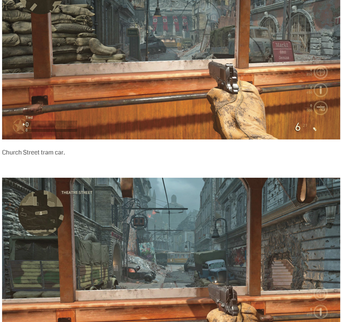
MID-RANGE LOADOUT TACTICS



Fireplace building.

Mid-range loadouts are solid on this map, but watch out when moving through the Fireplace building. This is a short-range player's dream and a close-up fight could be over before the fight even begins. That doesn't mean you should avoid it, just don't rush through thinking a fight will immediately go in your favor.

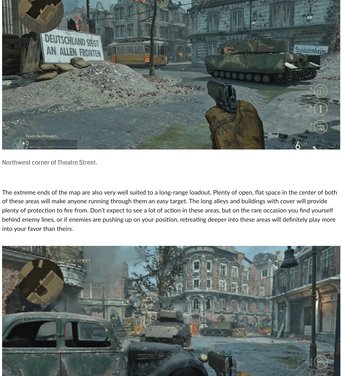
The other side of the middle lane will be much better suited to your playstyle. The extreme ends of the map can be a challenge because of the openness and lack of cover, but with a proper rifle in hand you can challenge just about anyone, save for an adept sniper.



Church Street tram car.

The middle lane can be a real mess, so avoid spending a lot of time there. The buses are perfect for snipers and there are a solid half dozen different openings into the center, which often lead to groundbreaking levels of flanking. Use this lane to cross between buildings or for a quick flank, then get out of there.

SHORT-RANGE LOADOUT TACTICS



If you want to play with short-range loadouts, stick to the buildings lining the center lane. These areas are very friendly for close-quarters firefights, so you'll feel right at home while in them. Spend as little time as possible on the extreme ends of the map and stay out of that center lane; you'll have a good run of it if you do.

LONG-RANGE LOADOUT TACTICS

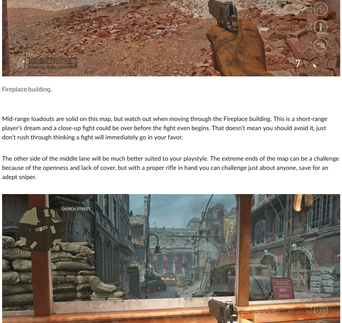
Church Street tram car.

Theatre Street tram car.

The buses bookending the center line are tailor made for you and your kind. Use them to catch any poor sap foolish or desperate enough to trek into the center of the map, but be ready for counter-snipers in or around the bus on the other side of the map.

Northwest corner of Theatre Street.

The extreme ends of the map are also very well suited to a long-range loadout. Plenty of open, flat space in the center of both of these areas will make anyone running through them an easy target. The long alleys and buildings with cover will provide plenty of protection to fire from. Don't expect to see a lot of action in these areas, but on the rare occasion you find yourself behind enemy lines, or if enemies are pushing up on your position, retreating deeper into these areas will definitely play more into your favor than theirs.



Southwest side of Church Street.

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Domination Tactics

POINT A

The easiest way to reach this point is to head through the Fireplace building on the east side of the map. It's the most direct way, which will likely put you in front of a lot of enemy players, but it also has a good amount of cover that you can use to work your way up to the point. You can also try going through the west building and emerge from the Slanted Apartments, then work your way around the outside of the map. Note that this will take you right past Point B, which will no doubt be a serious point of contention.

POINT B

This point is undoubtedly going to be where a majority of fights break out. It's near the center of the map and is largely exposed, but surrounded by sections of the building that provide a nice bit of cover for either team. Flank from the middle of the map to catch the enemy team unaware. You can jump into the window on either side (one leading to the Bakery and one leading to the Elevator Room) for a sneak attack, but expect the enemy to be ready for it.

POINT C

This is a challenging point to take. It's in an elevated position in a mostly open area. Anyone using long-range weapons will shoot you from a mile away. To help mitigate that, use the east building and emerge from the Bookstore Apartments. You'll be below the point's hill and can slowly crawl up to it without fear of getting sniped. You can make the capture from behind the charred bench, which will keep you from getting exposed to sniper fire. Although it won't give you a chance to fight back if anyone runs up to defend the point, it will prevent you from being a target the moment you step foot on the point. Smoke grenades on the flag can also keep enemies from drawing a bead on you.

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Hardpoint Tactics

TANK HILL ALLIES HARDPOINT

This point is in the middle of the western building. It's largely exposed and has very little cover. Expect flanks coming up from the middle and make a point to use them if the Hardpoint isn't in your possession. If you have a mid or long-range weapon, you can stand in the opposite building in Tank Hill Axis and pick off enemies as they approach the point.

MAIN STREET HARDPOINT

This Hardpoint is a sniper's dream. It's on the Axis end of Main Street (the middle lane of the map) and is mostly exposed to the tramcar at the opposite end of the map. If enemies are on the Hardpoint, the obvious solution is to use a mid or long-range weapon from the other end of Main Street to pick them off one at a time.

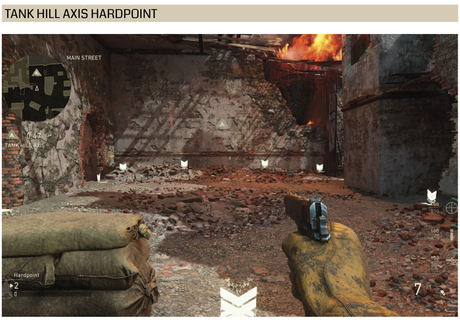
If you're on the point, hide behind the trucks in the area. It's the best cover in this section. Having a teammate counter-snipe from the tramcar near the point will help tremendously. If you're behind the truck on the west side of Main Street, watch for attacks coming from the Bookstore on the east side of the map. If you're behind the truck on the east side of Main Street, keep your eyes on the opening leading to the Elevator Room.

CHURCH STREET HARDPOINT

This point is basically the tramcar on the south end of Main Street and little else. To hold this point, your team must be in an excellent defensive position around the area, or be in the tramcar. Being in the tramcar is basically waiting for the moment when the enemy team inevitably slides a grenade into the car. If the enemy team has broken their way into the area, you can also use the sandbags in front of the tramcar for cover.

If you're on the attack, get a grenade into the tramcar. There's a high probability that at least one enemy on the point is in there. Dislodging enemies from this point isn't particularly difficult; it's the enemies hiding in the surrounding area that are the key. Try to stay on the north side of the tramcar at all times to avoid getting sniped by any hidden foes.

TANK HILL AXIS HARDPOINT



This is perhaps the worst point to capture and hold on this map. There's very little cover and it only guards you from one angle. Don't focus on winning this Hardpoint so much as preventing the enemy team from having it. Contest it with everything you've got and constantly pepper it with grenades and Scorestreaks. Scoring any points on this Hardpoint should be considered a victory, but preventing the enemy team from scoring is like winning the war.

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Capture the Flag Tactics

Legend

Spawn
S&D Plant
Bomb
Domination
CTF Flag
Gridiron Ball
Gridiron Goal
Hardpoint

This is a very straightforward CTF map, but that doesn't make it easy—not by a long shot. There's basically one safe path back to your base, regardless of which team, and that's straight through the nearest building. Going up the center of the map is madness, although madness is sometimes the secret spice of success.

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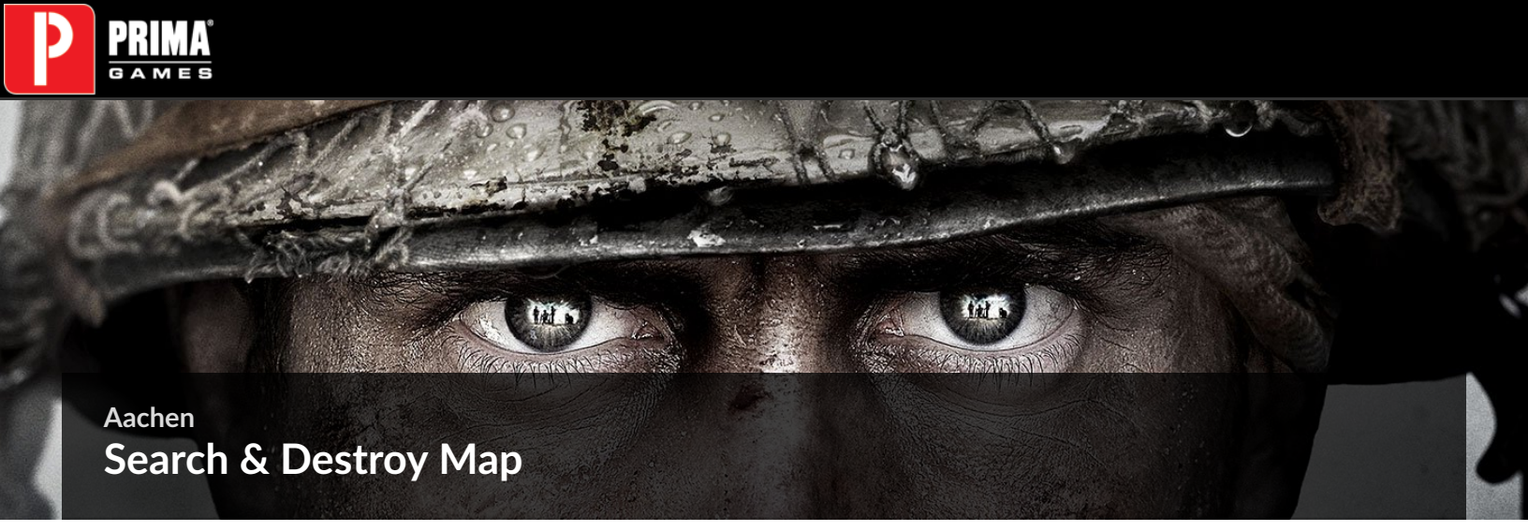

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Search & Destroy Map

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Ardennes Forest

Overview

A snowy forest scene showered in the debris and destruction of war. It's not a big map, but there are plenty of ways to flank and outmaneuver your opponents. Take care when at the extreme ends of the map. They're wide open and favor the team that spawns in them.

MID-RANGE LOADOUT TACTICS

Western side of the center lane.

Mid-ranged weapons fare very well on this map, although it's not without its tricky spots. The center lane will favor short-range players more than any others, so don't get ambushed from behind the rubbish or from the connectors to the outer areas of the map.

Bunker spawn point on the west side of the map.

The extreme ends of the map can also be dangerous, but if you're using a rifle, you should have a fair shot at challenging any enemy head-to-head. It's best if you avoid the ends of the map whenever possible, as they have more favorable conditions for those who spawn in them.

SHORT-RANGE LOADOUT TACTICS

Cabin cut-through.

This isn't a great short-range loadout map, but there are still areas that you can fight in that will offer outs during disadvantageous combat situations and allow you to duck in close for a shotgun kill or two. Namely, the center lane of the map will be your best friend. Enter it, possess it, and make all who pass through it pay the toll. Ruins on the south side of the map also offer enough cover, provided you play it smart.

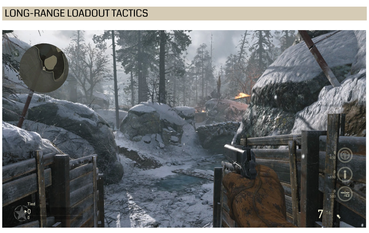
There are a couple of buildings and interior areas on both sides of the map and Forest (on the north side of the map) also has a couple of narrow alcoves, one on its north side and one on its southeastern side, near the cabin.

Avoid the extreme ends of the map. There are long stretches on both ends that completely lack cover and there will usually be at least one enemy hiding in them, unless your team is currently spawning there. You likely won't win

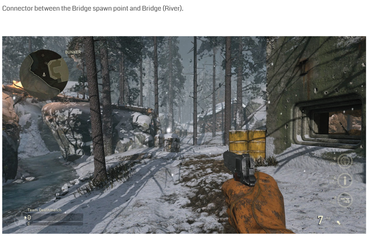
exchanges here, so unless it's absolutely necessary, don't enter them at all with a short-range loadout.

Playing short-range on this map won't be easy, but you can still walk out of a kill-based game mode having supported your team if you play smart and stay away from the open areas.

LONG-RANGE LOADOUT TACTICS



Connector between the Bridge spawn point and Bridge (River).



The outside of Bunker just before Forest begins.

The extreme ends of the map play in a long-range player's favor. Lots of open space and very little cover will make these locations yours to hold. Forest (on the north side of the map) also heavily favors long-range players with open space and limited cover. You can play Ruins on the north side of the map as well, but you must be clever. You're welcome to take the overlook near the center of the ruins, but know going in that it's not hard to flank a player on that landing. Plant an S-Mine 44 below the ramp you aren't facing to avoid getting attacked from behind.

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Ardennes Forest

Domination Tactics

POINT A

The unquestionable best place to attack this point is from Cabin. Trying to attack it from the east end of Forest will definitely result in a good deal of trouble. There's plenty of cover for defenders to utilize and you'll have to work around the wooden blockade, or climb on top of it. Neither one of these approaches will do much good in terms of staying alive. Enter through Cabin to gain a good sightline on most spots where the enemy team could be hiding.

If you're defending, watch for attacks coming from the eastern passage and use the cover to your advantage. Watch the Cabin like a hawk and you'll have little trouble keeping this point in your team's hands.

POINT B

You can make a quick play for this point by running up the column ramp in the aptly named Column Ramp just below the center of the map. You can jump off the top of the ramp (onto the half column ahead), then onto the point. Note that while you're trying to pull this off, you'll definitely need some luck. Remember, however, that some of the best plays are produced under similar circumstances. Once on the point, immediately go prone. You'll be exposed to everyone in the area if you're doing anything other than lying down.

If an enemy is already on the point, getting on top of the Column Ramp will almost certainly provide a clear line of sight to their position. Grenades and Scorestreaks will work nicely for dislodging them as well.

POINT C

Proceed through the center of the map or travel through the bunker next to the point to get here quickly. If you take the center, note that you'll be thoroughly exposed. You could very easily die before reaching it. The bunker is a much safer path in terms of avoiding long-range attacks, but the bunker is also likely to have enemies guarding it.

If you're the one defending the point, keep an eye on the bunker and watch for attackers coming from the south end of the point's location. You'll have a good view of the surrounding area, so you'll know they are coming well before they get there. It's the bunker that will catch you off guard; try using an S-Mine 44 somewhere in the bunker to catch anyone before they get line of sight on you.

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Ardennes Forest

Hardpoint Tactics

CAVE HARDPOINT

This point is one big kill box for whoever is in it. There's no cover in the Cave and the only way to avoid getting shot from a long distance is to move toward the other side of Cave. Therein lies the problem: moving to either side of Cave may protect you from potential attacks on one end, but will completely expose you on the other end. Your best bet for holding this Hardpoint is to use smoke grenade on the entrances (one end will suffice if that's all you have) and lay down suppressing fire on the other side.

If you're trying to dislodge defenders, just stand a fair distance away and look into Cave with a scoped weapon. You're nearly guaranteed to see at least one player on the Hardpoint. Grenades work quite well for dealing with multiple enemies.

RUINS HARDPOINT

Go prone on top of the elevated platform, or huddle up in one of the corners at its base. Your greatest threat will come from the Column Ramp, so keep your gun trained in that direction.

If you're attacking, approach from the Column Ramp and use grenades on the corners of the platform's base to dislodge any hiding enemies. You should be able to see anyone on top of the platform if you're at the tip of the Column Ramp. A Glide Bomb Scorestreak can also work wonders for clearing the area.

BUNKER HARDPOINT

This is a very defensible point, but its enclosed nature makes it prone to grenade attacks. Guard the doorways to lock attackers out and keep close watch on the north-facing window; it will get you killed more often than anyone would like to admit.

For attackers, get grenades into the bunker and use Scorestreaks like Molotov Cocktails and the Flamethrower to swiftly dislodge defenders.

When attacking, try to dislodge enemies from the point by aiming through the window on the North side. This small window is often overlooked as a threat and can often make the difference in retaking the hardpoint.

EAST ROAD HARDPOINT

You won't get a lot done on this Hardpoint without teammates. The Hardpoint is enclosed and there is little cover within that enclosure. If an enemy walks toward any one of the four different paths into the Hardpoint, you'll be thoroughly exposed. Holding this point will depend on your teammates' ability to watch angles you can't cover. If your team isn't in sync, this point will easily be lost.

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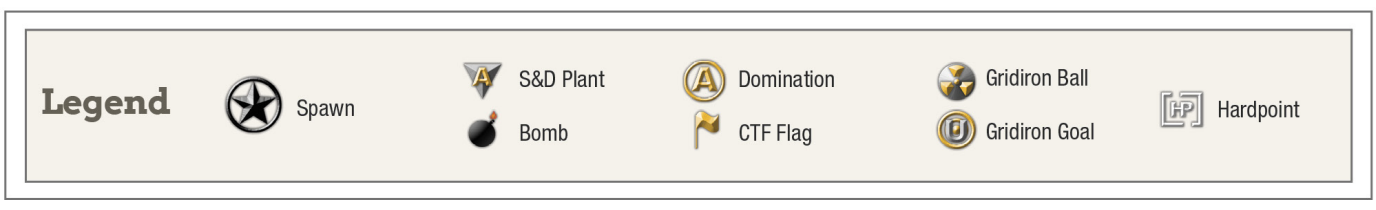
Ardennes Forest

Capture the Flag Tactics



Both flags are in exposed, open areas but the Axis flag definitely takes the cake for being a difficult capture. If you can grab the flag and get it out of the frozen stream, you'll have a good chance of getting it home. However, the open nature of the surrounding area, in addition to the verticality provided by the bridge, make this a hard flag to steal when guarded properly.

You can reach the Allied flag with relative ease if—and it's a big if—you can dislodge defenders from both the bunker and the western corner of the map, right behind the flag. That's why it's incredibly important for Allied players to hold the bunker and have defensive positions that allow them a good view of the surrounding area.

With a flag in your possession, race it to the nearest enclosed area (Ruins if you have the Axis flag, back into the bunker for the Allies flag). Make your way toward the middle, then use that route to return to the base. Just keep your eyes peeled for flanks.

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Ardennes Forest

Search & Destroy map

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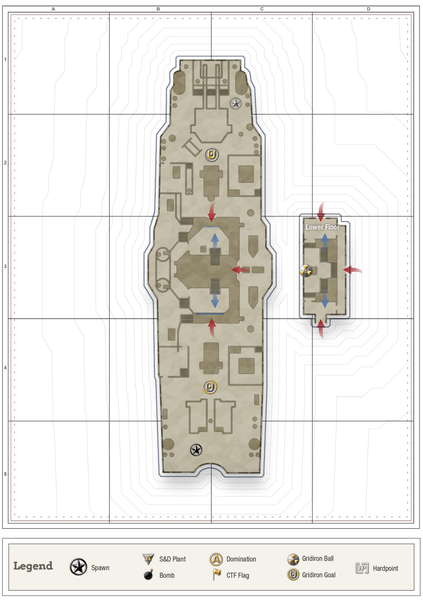
U.S.S. Texas
Overview



MID-RANGE LOADOUT TACTICS

This is a mid-range, rifle map through and through. Aside from the extreme ends of the ship and its interior, you can go pretty much anywhere and not worry about getting out-ranged. Stick to cover and watch for snipers when crossing the lanes on the left and right sides of the ship. Play smart and cautiously and you'll give the enemy team a run for their money.

SHORT-RANGE LOADOUT TACTICS

Cafeteria.

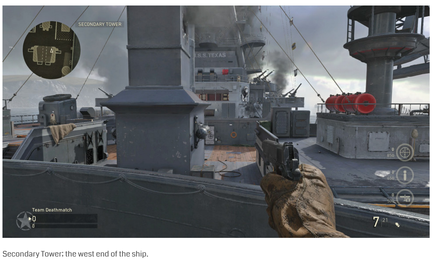
Short-range is good in the ship's interior, but outside can get pretty tough. There is enough open space outdoors that trying to use a shotgun or short-range SMG to challenge enemies isn't wise. Stick to the ship's interior and make it hell for enemies to pass through it. There are plenty of routes to rotate and maneuver through to keep your opponents guessing, which even works well for melee-focused players.

LONG-RANGE LOADOUT TACTICS

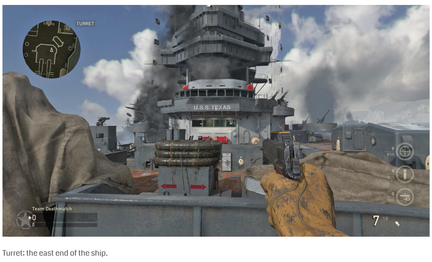
Weapons Control room.

The Comms.

There are quite a few overlooks on this map, so a sniper will have plenty to do. Both side lanes of the ship have long, straight paths with great views of the surrounding areas, so make those places your home. The upper interior areas are also good for sneaking in, sniping through the windows, and then moving on. Don't stay too long up there if you want to avoid getting boxed in and attacked furiously.



Secondary Tower: the west end of the ship.



Turret: the east end of the ship.

There are two other overlooks on the extreme ends of the ship: one by the ship's cannon in the front and another underneath the ship's radio tower on the back end. You won't cover a lot of ground from these spots, but they are good for counter-sniping enemies peering through the Weapons Control Room and Comms upper interior areas. They can also be great for objective-based maps requiring a good defense.

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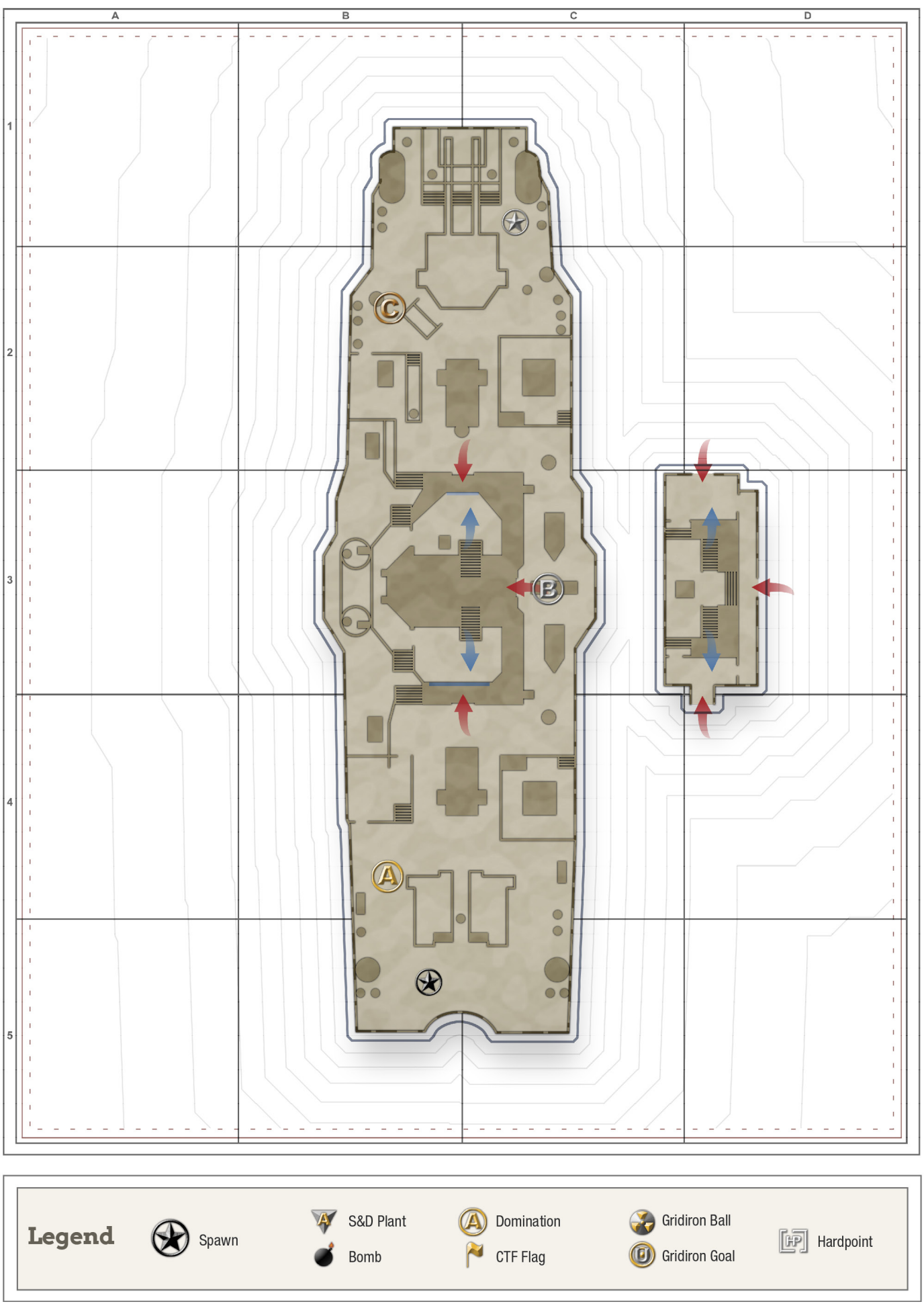
U.S.S. Texas

Domination Tactics



POINT A

Hunker down in the corner of Point A. Other players are almost certainly going to assume you're there, but it provides cover on your left and right. Having a Recon Aircraft makes it much easier to hold this point, since you can see them coming before you're actually in their line of sight.

POINT B

Point B is tough to capture, but the overlooks at either end of the Lifeboat Deck provide an ideal place to guard this point as a sniper. If you're capturing, watch for attacks from behind or on your sides. The door leading into the ship's interior will be on one side, while the other side is an easy path for an enemy to slip around your cover and catch you unaware.

POINT C

This is a very simple point. The lockers in front of this point provide decent cover. You can also peer down the two lanes in front of the point, which is where most attacks will come from. Stay low and play it smart. There's not much more to it than that and the same applies for attacking the point.

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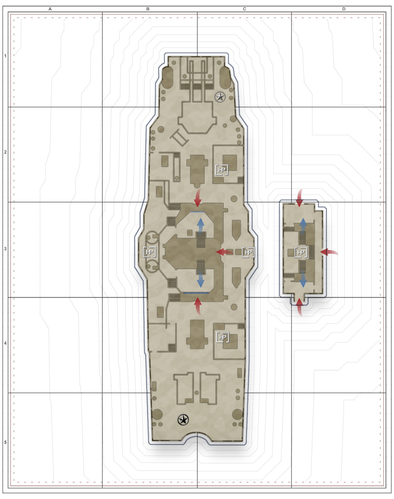
U.S.S. Texas

Hardpoint Tactics

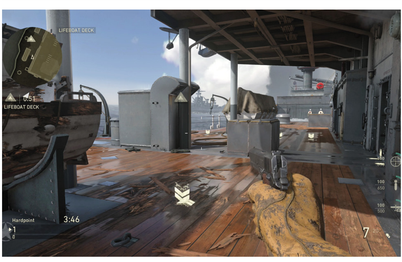


MID DECK HARDPOINT

Mid Deck is a dangerous place. This flat surface, perfect for a sniper, is also seated directly below the upper deck. Enemies will pour off of the upper deck like raindrops during a thunderstorm. Use the lockers surrounding the Hardpoint as cover, as they're easily the best protection available. The object in the center of the Hardpoint provides serviceable cover, but you'll have a hard time relocating if a sniper shows up. Watch for attacks from above and stay out of sight and you'll have a good chance at holding this point down.

If you're trying to dislodge the enemy, attack from a distance with a mid or long-range weapon. Dropping in behind the defenders from the upper deck is also a great way to catch them off guard.

LIFEBOAT DECK HARDPOINT



This point appears on the side path of the ship called Lifeboat Deck, which is located between two sniping locations (albeit, exposed locations). It goes without saying to stay behind the cover in the center of the point. If you're not feeling bold, you can back off to the sniper's overlook on your side of the ship and try to support your teammates as they push the Hardpoint. Keep watch on the enemy's overlook on the opposite end of this lane and keep your eyes on the door leading into the ship if you're currently in the Hardpoint. It's a great path to take for flanking, so expect enemies to use it for that purpose.

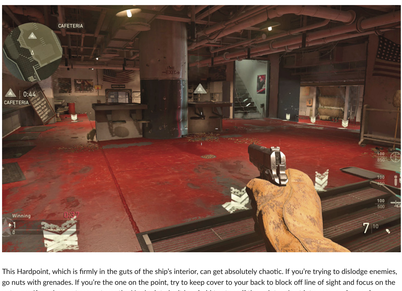
GUN OVERLOOK HARDPOINT

The point near the front of the ship is visible from the upper level of the ship's interior, which is an excellent sniping location. You can use this location to take out enemy defenders, or force them back into a corner while your teammates move onto the point to finish the job. While on the point, go prone and block off line of sight from the upper interior areas of the ship. Although it's a terrific sniping location for your team, it can also be the source of a good deal of frustration if you're not paying attention to it.

CRANE OVERLOOK HARDPOINT

Sniper fire coming from the platform on the opposite end of the ship can help support a push on the point. Grenades and Scorestreaks (like Glide Bomb) can go a long way in dislodging enemies if they currently hold the point. You can also get a great view of the point by entering the upper level of the ship's interior and looking out its windows.

CAFETERIA HARDPOINT



This Hardpoint, which is firmly in the guts of the ship's interior, can get absolutely chaotic. If you're trying to dislodge enemies, go nuts with grenades. If you're the one on the point, try to keep cover to your back to block off line of sight and focus on the entrance. If you have a teammate on the Hardpoint, don't be afraid to step off the point and get into a corner for a safer position.

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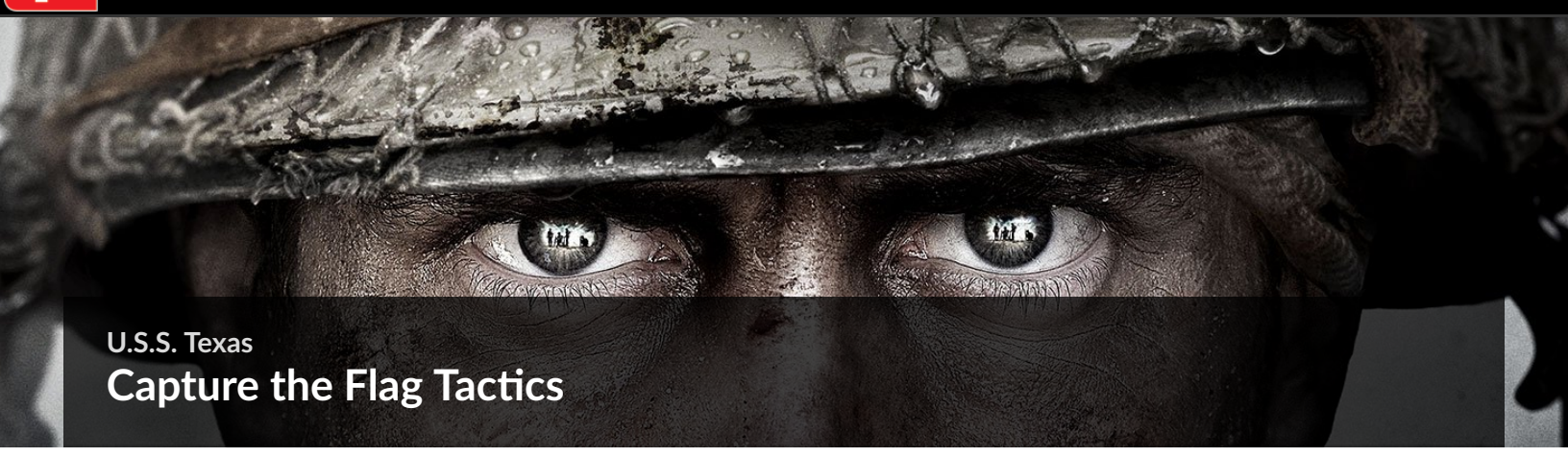
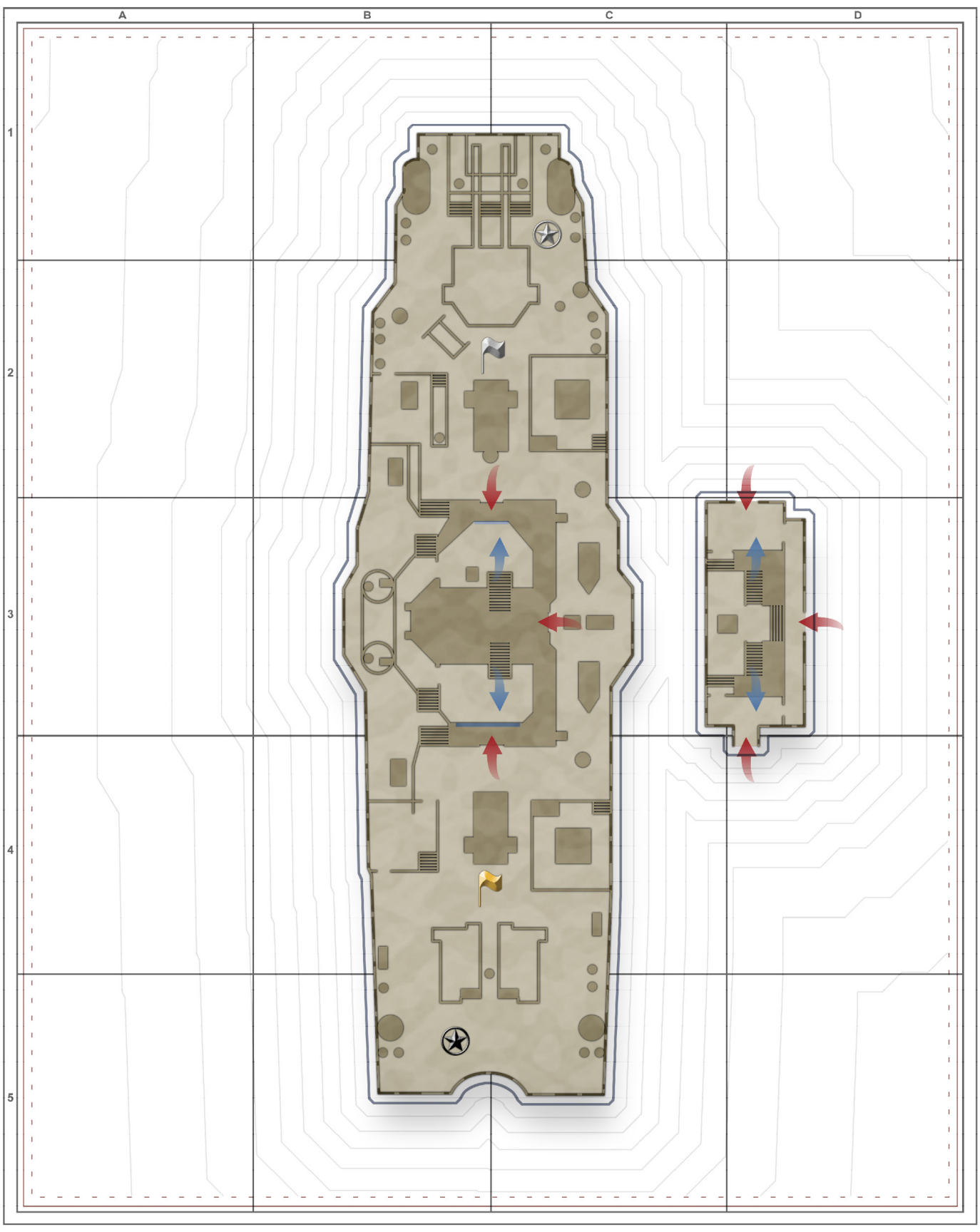


U.S.S. Texas

Capture the Flag Tactics

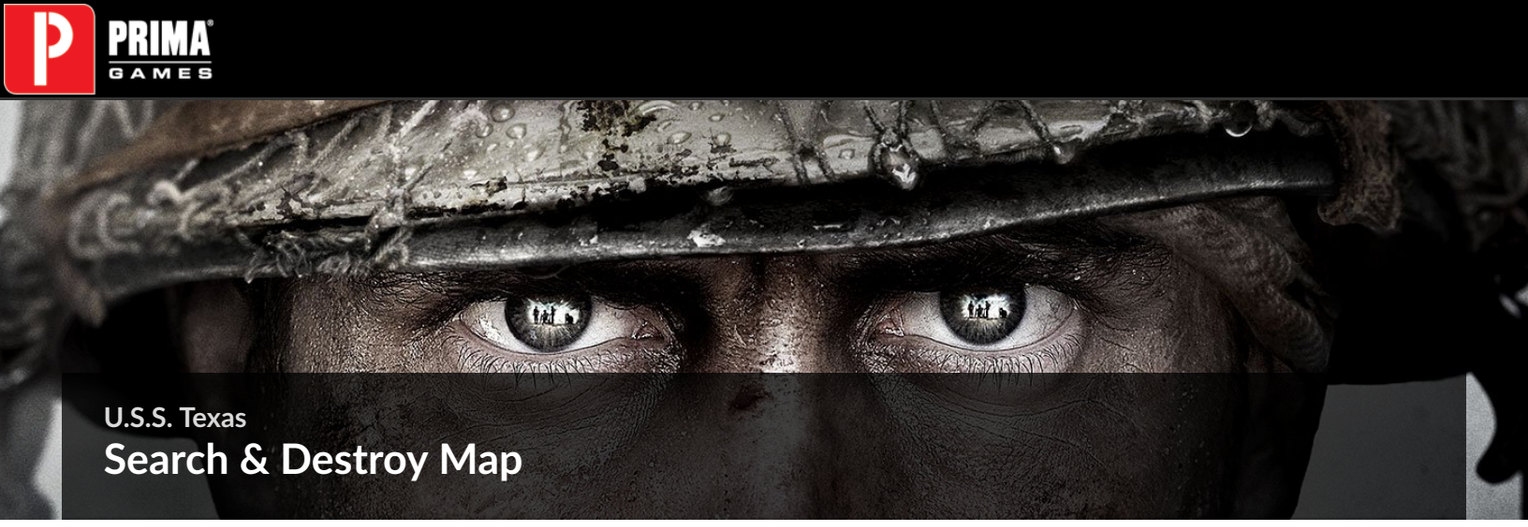


Legend

Spawn
S&D Plant
Bomb
Domination
CTF Flag
Gridiron Ball
Gridiron Goal
Hardpoint

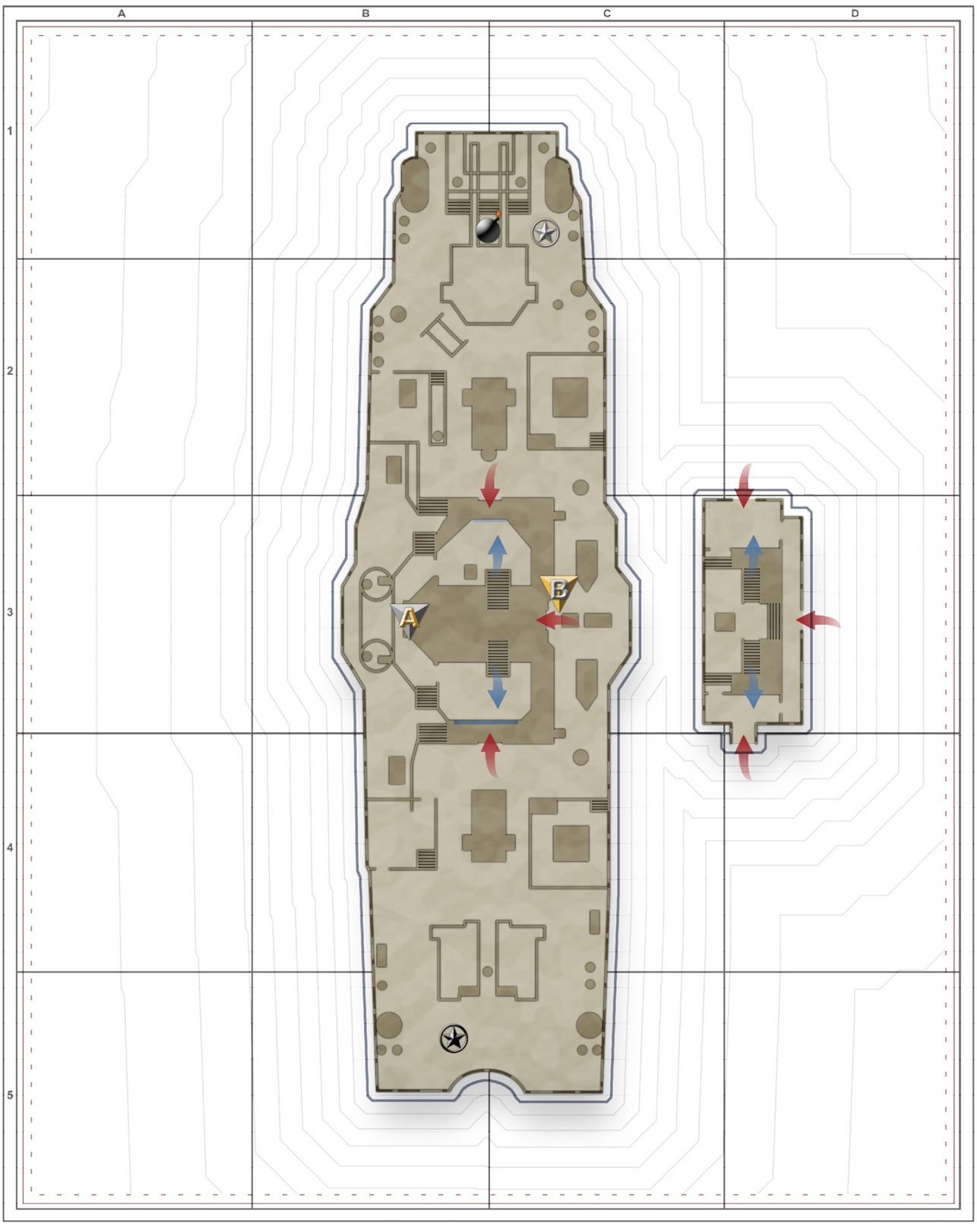
Capture the Flag on this map is a no-frills, straightforward fight to protect your flag and capture theirs. Because of the battleship's narrow design, there aren't a lot of advantageous paths to use. Your success will be determined by how well you coordinate with your team and how effectively you take out the enemy. Use the captain's room to help pin the opposing team down at their own base while your teammates make a run for the flag.

Artillery Barrage is a really effective Scorestreak for this game mode and stage when used correctly. You can use it on the enemy flag to help scatter any nearby enemies, but we suggest using it a bit behind the flag, or off to its sides. You'll kill yourself with your own Artillery Barrage if you walk into it, so placing it directly on the flag will prevent you from grabbing it.



U.S.S. Texas

Search & Destroy Map



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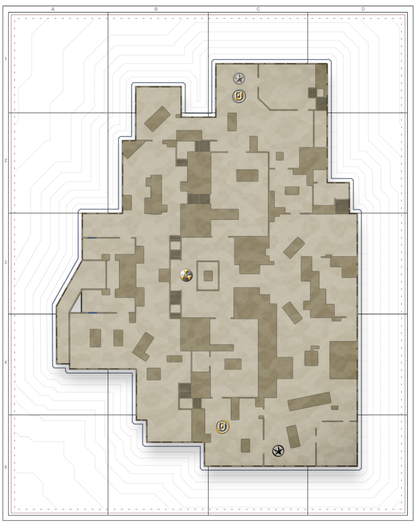
London Docks
Overview



London Docks is a cramped map covered in crates and vehicles. It's divided into two major sections: the docks and the city block. It's not particularly friendly to long-range players, but mid and short-range players will find these conditions to their liking.

MID-RANGE LOADOUT TACTICS

The center of Main Street.

SHORT-RANGE LOADOUT TACTICS

The Wool Factory.

The cramped quarters of this map can make some areas a bit dangerous for mid-range play, but most of the map is safe. Stay sharp when moving through building interiors. There aren't a ton of locations to get flanked from, and the ones that exist are very easy to spot. However, watch out for sneak attacks coming from behind cover.

The Barrel Building.

London Docks is a map conducive to short-range loadouts. The only place that's particularly unsafe for short-range is the Docks, which is easy to get pinned down in. Subway is also a very dangerous place to visit with a shotgun, but it's a place that you'll likely only visit to get a sneak attack on the enemy team; the rest of the map is fair game. Use the cover throughout the map to sneak up on your enemies and cut off line of sight from any pursuers.

LONG-RANGE LOADOUT TACTICS

Docks Crane: southwest corner of the map.

Trains: northwest corner of the map.

This map is small and doesn't offer a lot for snipers. Your best bet is to stick to the Docks and Main Street if you're planning on sniping. Main Street is a bit cramped, but there are angles to use to gain line of sight over a good portion of the area. On the other hand, the Docks generally favor long-range play over other playstyles. While there is plenty of cover in the Docks, most of it is waist-high. This means you can snipe enemies from across the map and, even if they duck behind cover, they won't have any options to escape without putting themselves back in your view.

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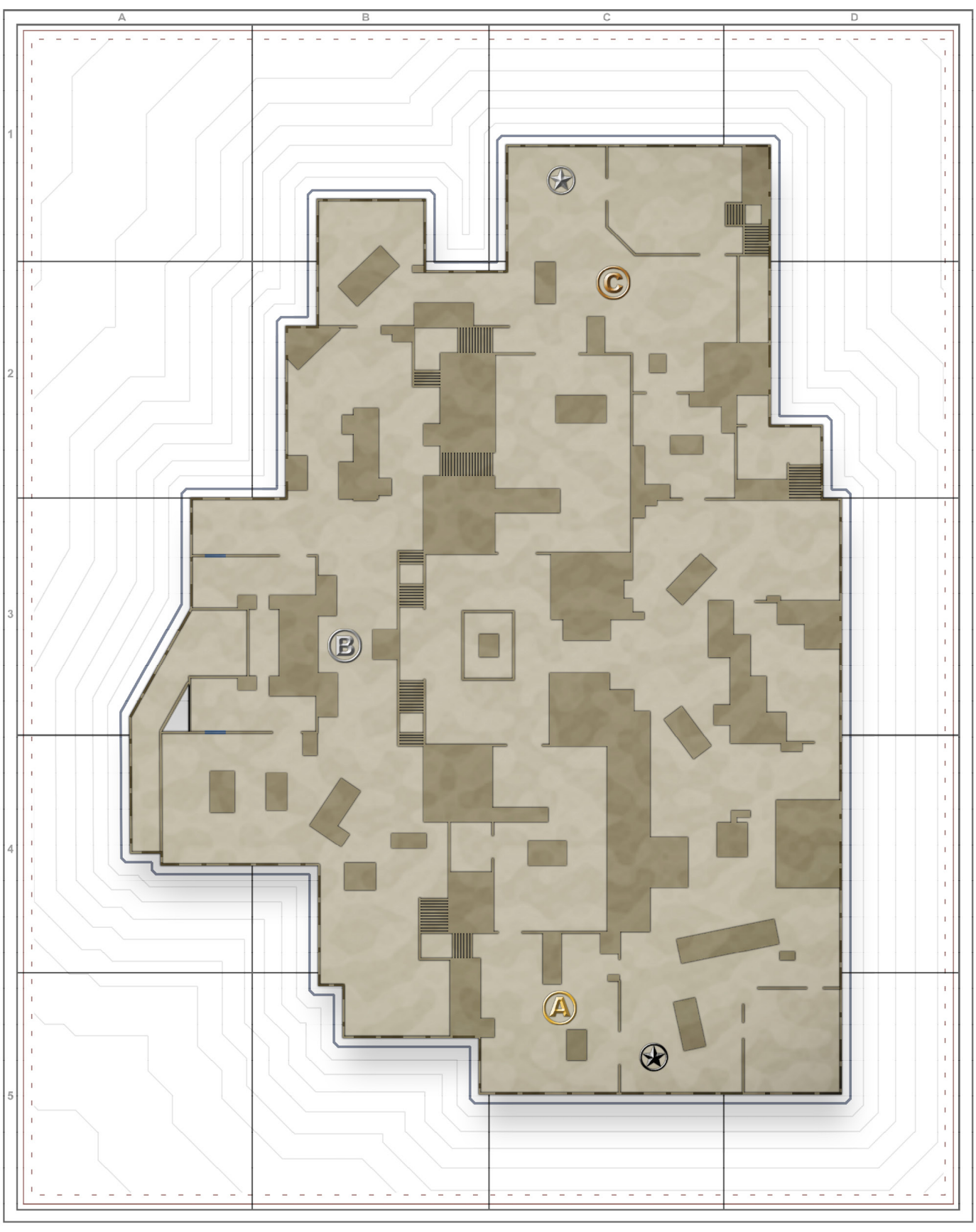
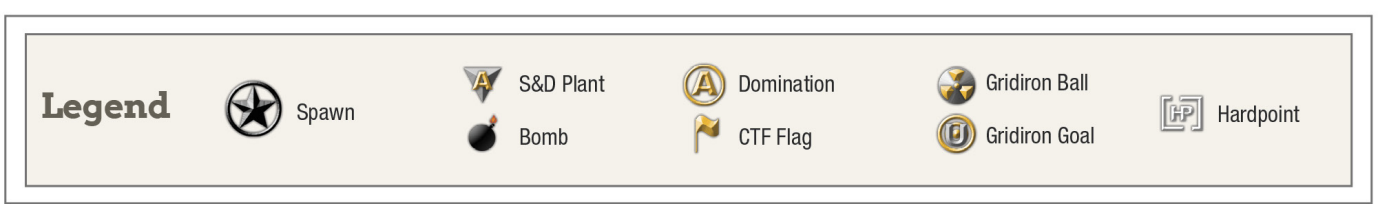
London Docks

Domination Tactics



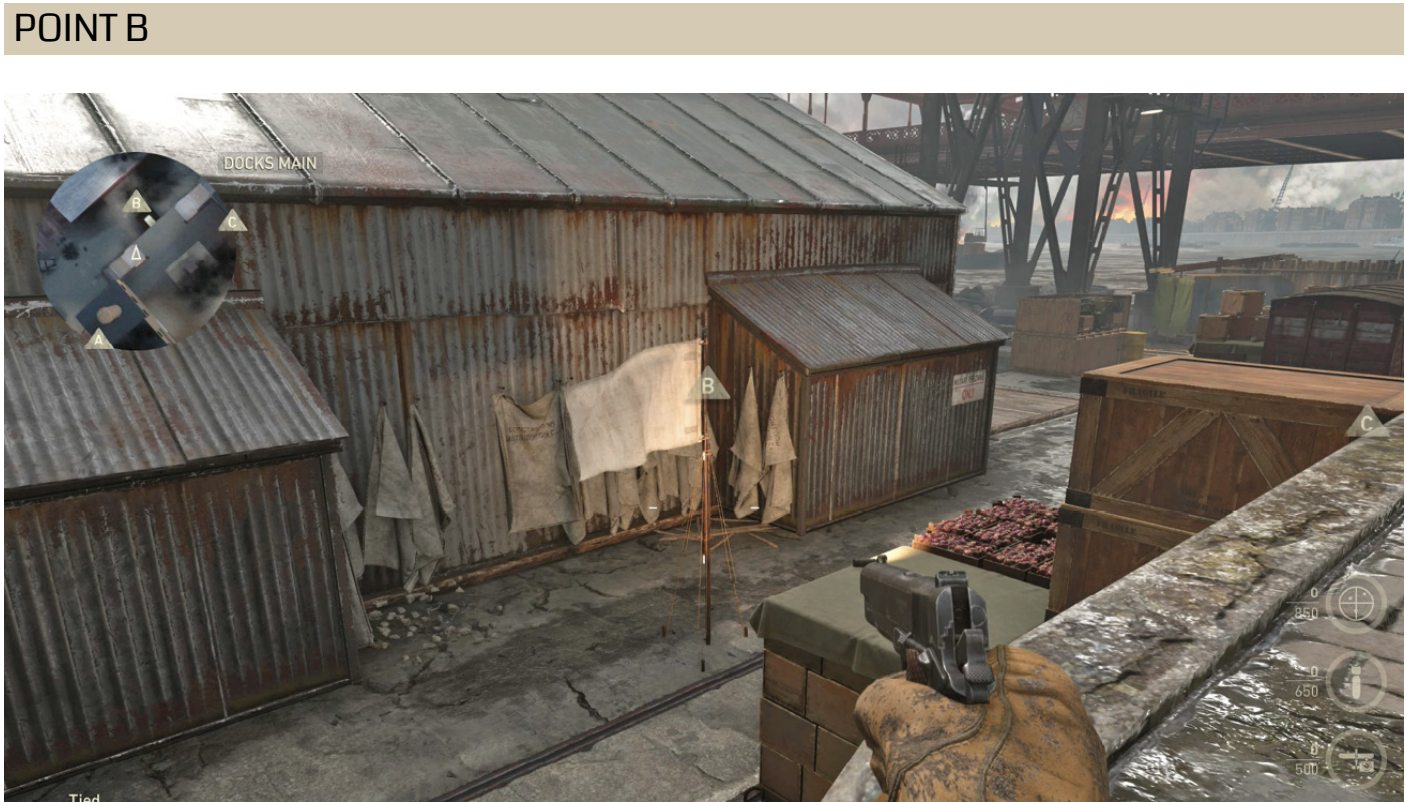


POINT A

There aren't a lot of great defendable spots on this point. A fence and some brick walls enclose the entire location. You'll need to watch for sneak attacks coming from the fence opening leading to the Docks, but you'll be relatively safe outside of that.

While capturing the point, pick a side of the boxes closest to the point and prepare for attacks. Once the point has been captured, grab a corner and use it to defend the location.

POINT B



You'll find Point B in the center of Docks. The boxes next to the point provide decent cover, but are completely exposed to attacks from behind. You're better off huddling up against the corners of the warehouse next to the point. Watch out for attacks coming from the Statue (the plaza at the top of the stairs, adjacent to Point B), but you won't have to worry about sniper and other enemies attacking from the extreme ends of the docks.

If you're attacking defenders on the point, the Statue provides an excellent location to flank from. Even chucking a Satchel Charge or grenade will kill or scatter defenders.

POINT C

This point is completely exposed. There is very little cover and tons of ways to reach it. It's also quite easy to defend if you can take it. Just back off into the nearby tunnel while wielding a mid or long-range weapon, wait for some poor sap to try and take the point, then go in for the kill.

As for attackers, the best you can do is clear out the enemies and try to use the car (or huddle up next to the end of the wine barrels) while trying to make a play for the point. It's one that'll be extremely difficult to take alone and you will need to sweep the area clean before you attempt to take it.

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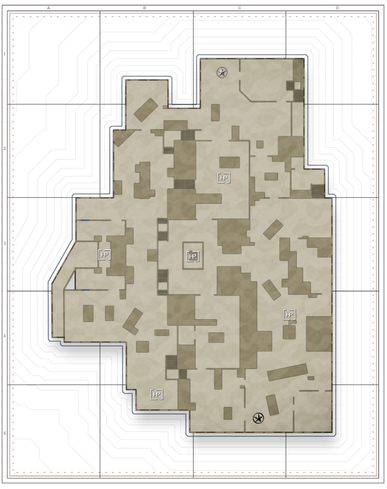
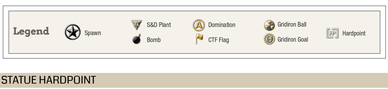
London Docks

Hardpoint Tactics





STATUE HARDPOINT

This is a Hardpoint that is sure to be heavily contested due to extremely limited cover and plenty of ways to get around defenders. Use the statue for cover, rotating around it as needed. Don't expect to "win" this point. Instead, focus on keeping the enemy from scoring points on it by constantly contesting it. The Artillery Barrage, Glide Bomb, and Molotov Cocktail Scorestreaks work well for quickly clearing enemies. Grenades are also a viable option for forcing enemies off the Hardpoint.

MAIN STREET HARDPOINT

This is a very small Hardpoint with limited but serviceable cover. Expect attacks to come from the Fenced Backlot and through the Clocktower Building.

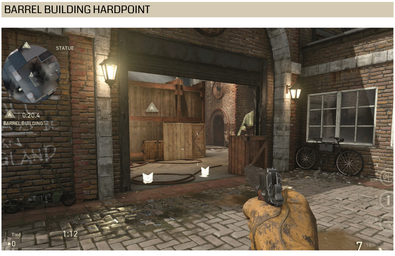
If you're on the attack, a pincer strike with teammates will leave the defenders with nowhere to hide. Coming from either side forces them to the opposite side of their cover, which will leave them completely exposed to a teammate's attacks from behind. Get some explosives on the Hardpoint before your strike and they'll be scattered with little effort.

DOCKS WAREHOUSE HARDPOINT

This is a very defensible Hardpoint given its location. You'll have a clear line of sight from the windows on either side of the warehouse, so utilize them if you're playing with a mid or long-range weapon.

Some of the platforms lining the water below the Docks Warehouse are part of the Hardpoint and they make for a great defense or contest location. Expect flanks from here, so pay close attention to it. If you're the one on the attack, hide down on the lower platform to contest the point. You don't always need to score points to win this game mode; sometimes simply preventing the enemy team from scoring points is all you need to seal the deal.

BARREL BUILDING HARDPOINT

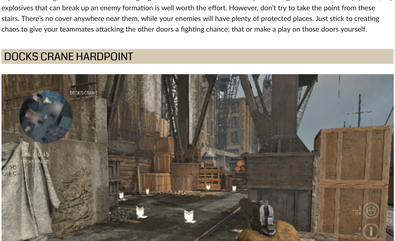


The Barrel Building is an extremely defensible point with plenty of cover. If your team is holding the Hardpoint, use the corners for defense. You'll have little issue gunning down enemies as they enter the building while camping the corners. You won't have a difficult time avoiding grenades, provided they aren't specifically targeting your corner.

Make a point to watch the stairs leading up from the Docks. Players will use them to throw grenades directly into the room, generally causing enough chaos to throw your team out of balance.

If you're attacking, use those same stairs to get grenades into the room. Whether you're using Tactical or Lethal Equipment, any explosives that can break up an enemy formation is well worth the effort. However, don't try to take the point from these stairs. There's no cover anywhere near them, while your enemies will have plenty of protected places. Just stick to creating chaos to give your teammates attacking the other doors a fighting chance; that or make a play on those doors yourself.

DOCKS CRANE HARDPOINT



This Hardpoint is particularly small and is one of the most fortified—and least fortified—locations on this map. While you'll be largely protected from long-range attacks coming from the Docks, you'll be completely exposed to attacks coming from the opening in the Fenced Backlot's fence. If you have at least one teammate on the Hardpoint, consider climbing up to the Fenced Backlot and making a defensive stand there. If you can prevent enemies from reaching that opening in the fence your teammates will stay safe.

On the other side of the coin, hit the opening hard when attacking the Fenced Backlot. Get grenades in there with reckless abandon and serve up your own special brand of chaos.

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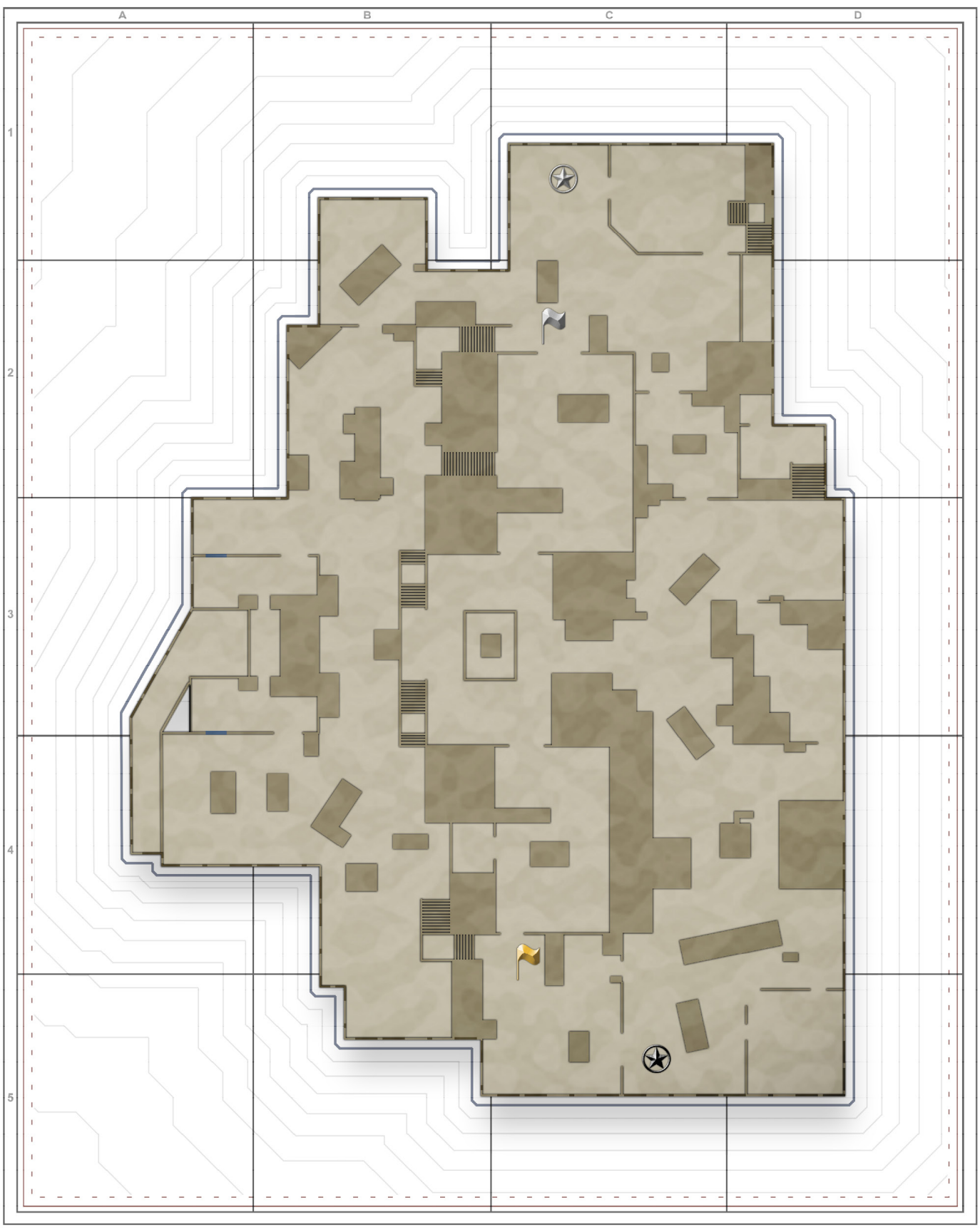
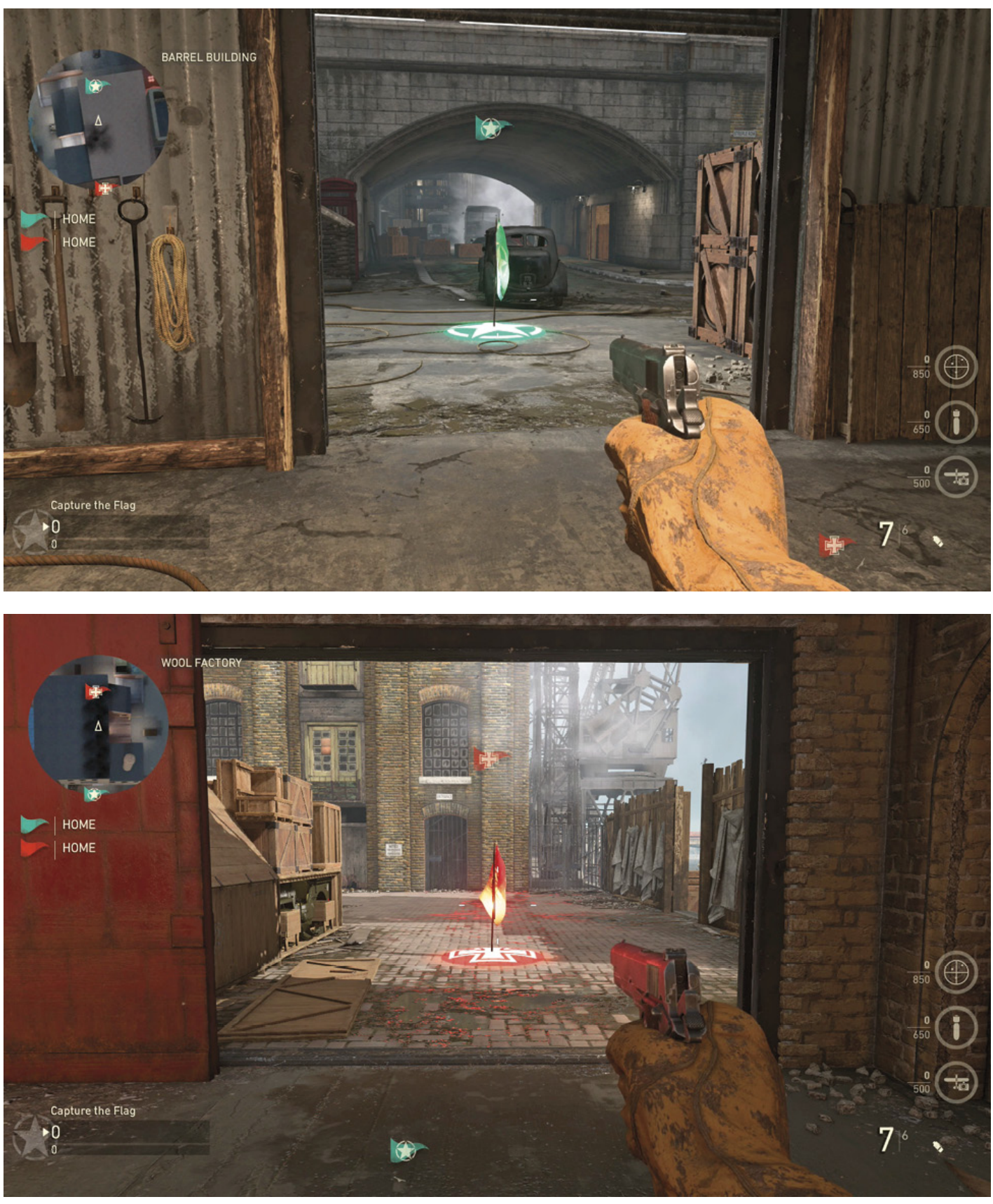
London Docks

Capture the Flag Tactics



Legend

Spawn
S&D Plant
Bomb
Domination
CTF Flag
Gridiron Ball
Gridiron Goal
Hardpoint



This map and mode makes for strange bedfellows. Normally, the goal is to grab the flag, then flee indoors or to an area with copious amounts of cover. But in this case, that path is actually the most direct one, meaning it's also the most contested path to take. Instead of the usual "bob and weave" strategy, try unorthodox routes back to your flag. We don't suggest this every time, but it's worth a gamble now and then.

That said, it's best to avoid the Docks with the flag in your possession.. If you've managed to grab the flag and bolt for the Docks, you're simply begging to lose it. The Docks is littered with obstacles and obstructions that barely reach your waist; a sharpshooter worth their salt will shut you down from across the map.

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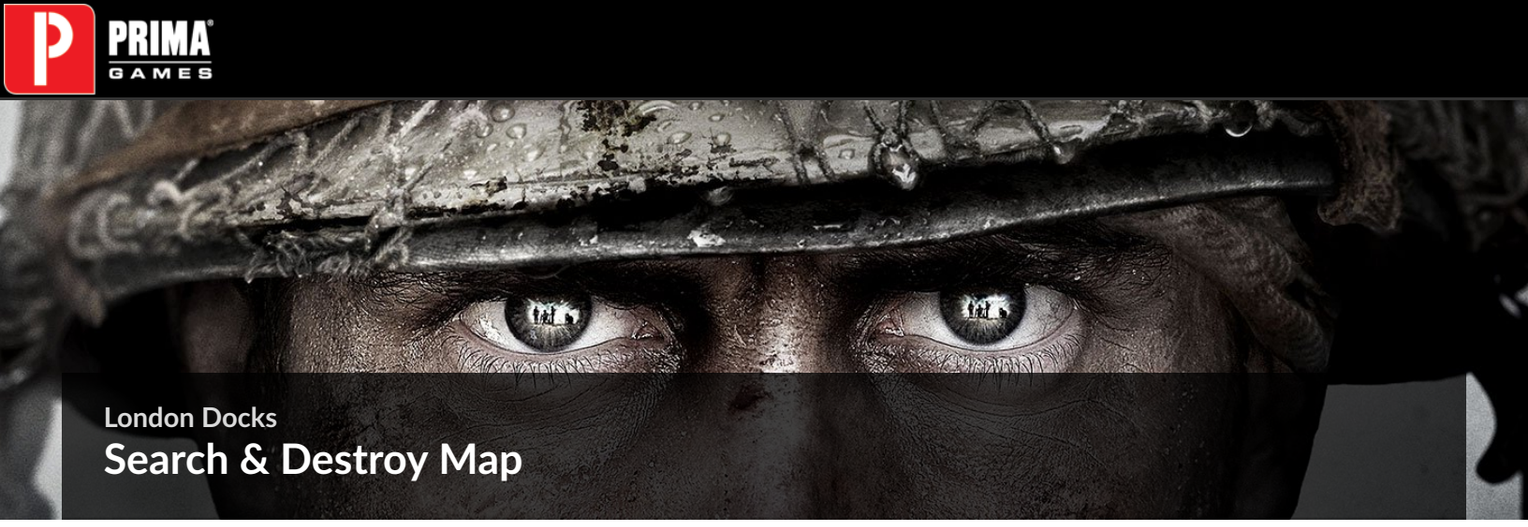
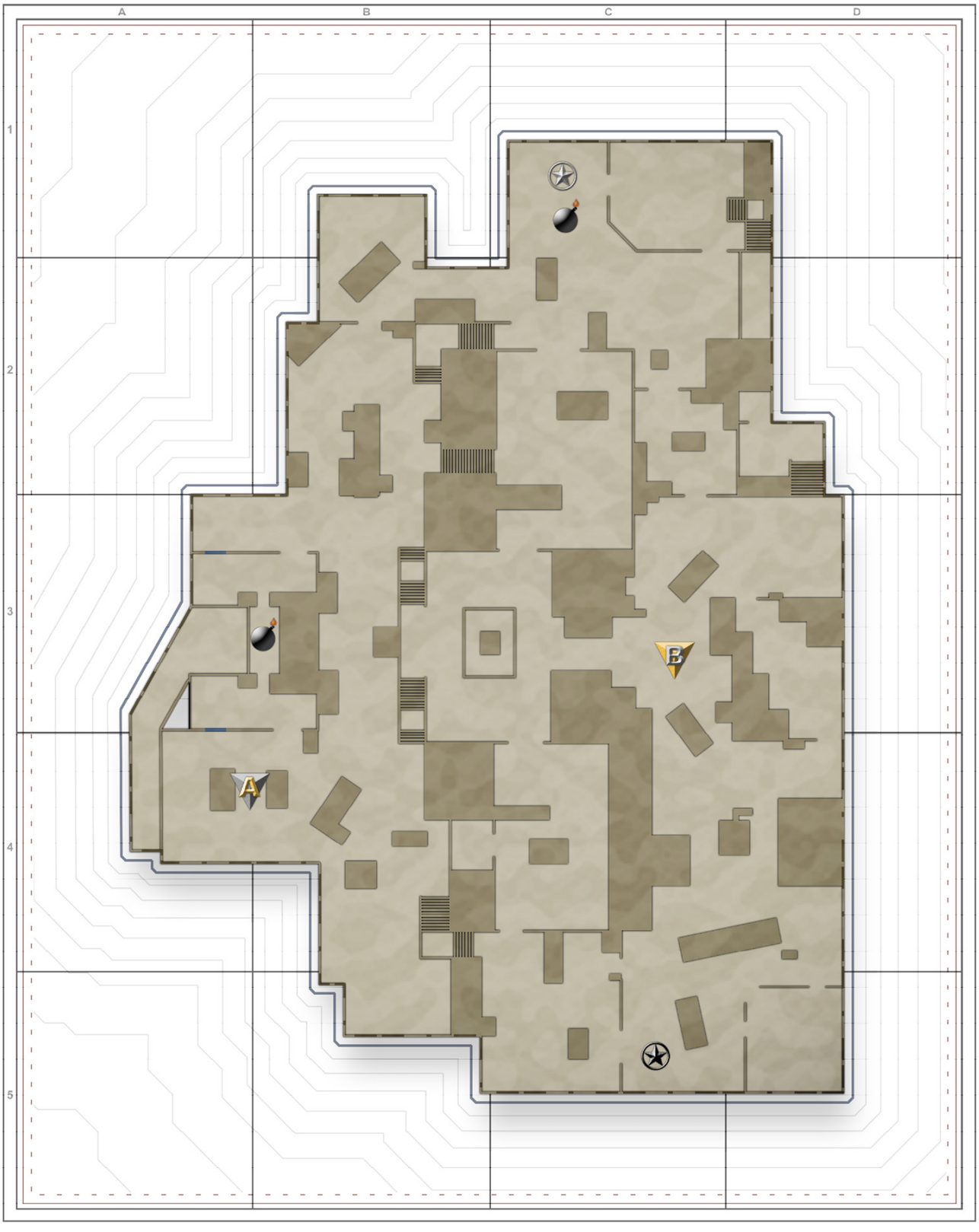


London Docks

Search & Destroy Map



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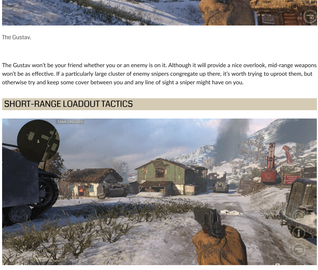
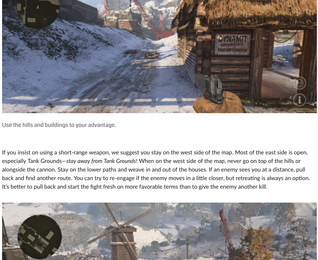
A small, devastated village transformed into a railway for a massive cannon called the Gustav. Those who hold the Gustav will have a marked advantage in most game modes. This map doesn't have the most favorable conditions for short-range players, but mid and long-range players will find a lot to love.

MID-RANGE LOADOUT TACTICS



Tracks North: west side of the Gustav.

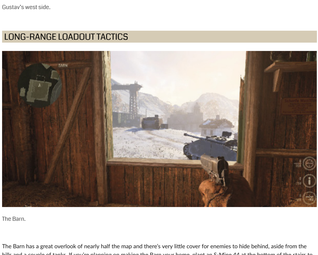
Mid-range players will have the run of this map. While the open fields make for a dangerous environment for shotguns and SMGs with limited firing range, the hills and buildings are spread out perfectly for a mid-range weapon. Just avoid getting on top of the hills, running alongside the Gustav, and never enter the Tank Grounds. It has next to no cover, no escape routes, and is on top of a hill.



The Gustav.

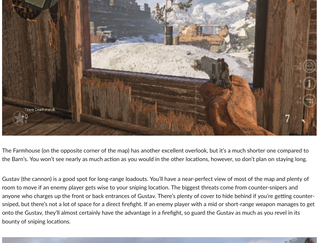
The Gustav won't be your friend whether you or an enemy is on it. Although it will provide a nice overlook, mid-range weapons won't be as effective. If a particularly large cluster of enemy snipers congregate up there, it's worth trying to uproot them, but otherwise try and keep some cover between you and any line of sight a sniper might have on you.

SHORT-RANGE LOADOUT TACTICS



The view from Tank Grounds.

This map is not particularly friendly to short-range loadouts. It's mostly open with a ton of overlooks for snipers. Anyone using a weapon beyond a shotgun or pistol will have a marked advantage against you in a head-to-head fight.



Use the hills and buildings to your advantage.

If you insist on using a short-range weapon, we suggest you stay on the west side of the map. Most of the east side is open, especially Tank Grounds—stay away from Tank Grounds! When on the west side of the map, never go on top of the hills or alongside the cannon. Stay on the lower paths and weave in and out of the houses. If an enemy sees you at a distance, pull back and find another route. You can try to re-engage if the enemy moves in a little closer, but retreating is always an option. It's better to pull back and start the fight fresh on more favorable terms than to give the enemy another kill.

Gustav's west side.

LONG-RANGE LOADOUT TACTICS

The Barn.

The Barn has a great overlook of nearly half the map and there's very little cover for enemies to hide behind, aside from the hills and a couple of tanks. If you're planning on making the Barn your home, plant an S-Mine 44 at the bottom of the stairs to fend off attackers. Make sure you keep a close watch on the Gustav, however. It's an excellent sniping spot that provides a clear view of most of the map, including the Barn's window.

The Farmhouse (on the opposite corner of the map) has another excellent overlook, but it's a much shorter one compared to the Barn's. You won't see nearly as much action as you would in the other locations, however, so don't plan on staying long.

Gustav (the cannon) is a good spot for long-range loadouts. You'll have a near-perfect view of most of the map and plenty of room to move if an enemy player gets wise to your sniping location. The biggest threats come from counter-snipers and anyone who charges up the front or back entrances of Gustav. There's plenty of cover to hide behind if you're getting counter-sniped, but there's not a lot of space for a direct firefight. If an enemy player with a mid or short-range weapon manages to get onto the Gustav, they'll almost certainly have the advantage in a firefight, so guard the Gustav as much as you revel in its bounty of sniping locations.

Gustav's east side.

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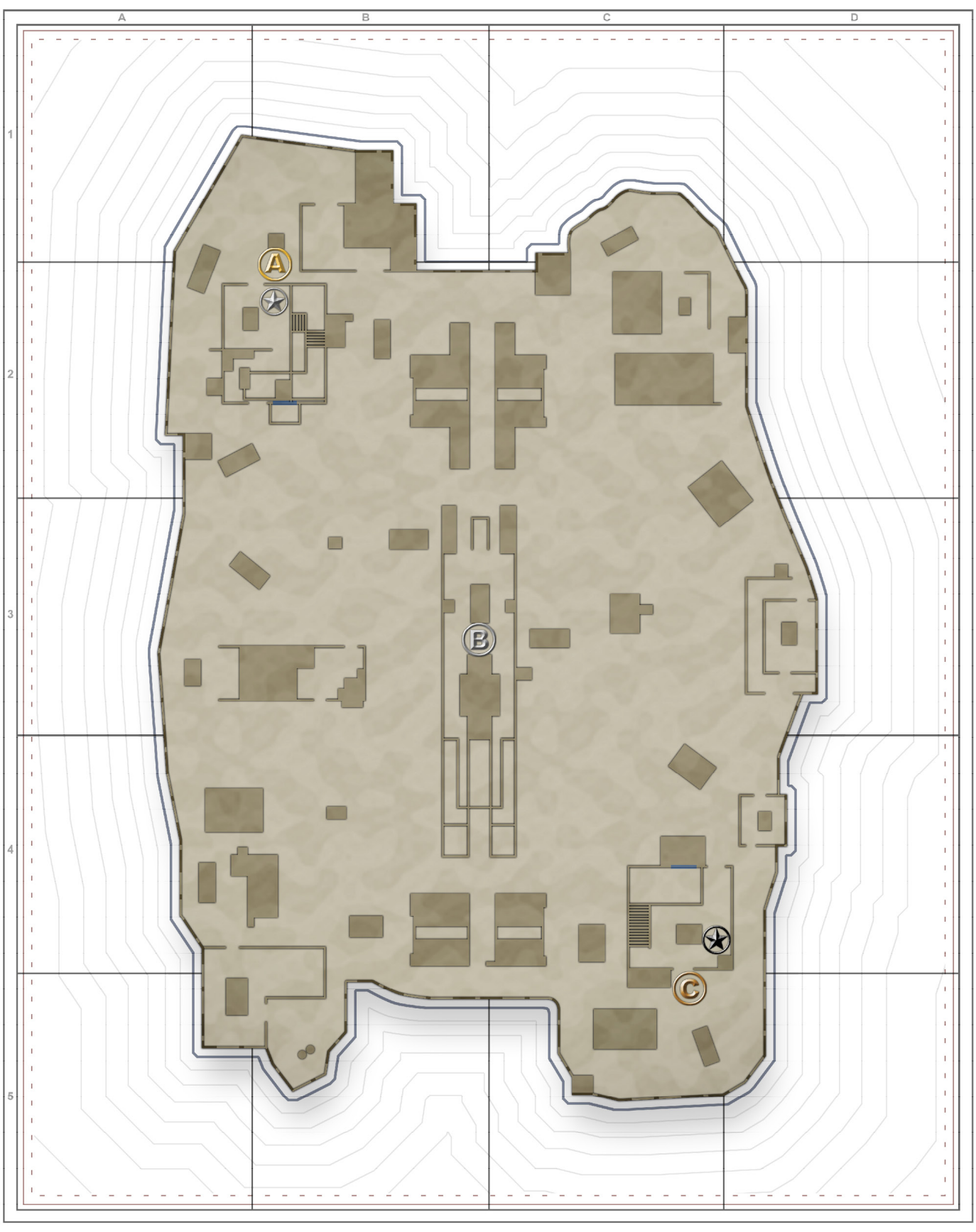
Gustav Cannon

Domination Tactics



POINT A

This point is very defensible. If you stay near it, enemies will have a hard time getting close. Place an S-Mine 44 or a Satchel Charge directly on the point to make defending it that much easier. You'll want at least one teammate near the area to help you defend it, but watch out for positions that put you in the line of sight of any enemies on top of the Gustav. If you get behind cover and have a good view of the area surrounding the point, you'll have an easy time defending it.

POINT B

The major area of contention will be point B, which is placed firmly in the center of the Gustav. There are only two paths onto the Gustav and both are easily defended if you have teammates. Watch out for Scorestreaks and enemies with good grenade-throwing arms, but you'll have the upper hand when attacked directly. Of course, this rule works both ways. If the enemy team can take and entrench themselves on top of the Gustav, you'll have your work cut out for you. Use grenades and the Glide Bomb/Artillery Barrage Scorestreaks to help dislodge the enemy. If those options aren't available, you're better off trying to hold both Points A and C and ignoring Point B. While Point B is exceedingly defendable, it's just as easy to lock players up on top of it, given the lack of ways off and on it.

POINT C

The point that is closest to your starting position at the beginning of the round is the easiest to defend. There's plenty of cover here and you can use the Barn's upper floor to see enemies coming from a mile away. Watch the side paths for sneak attacks, but you'll have the upper-hand while defending this point in nearly every fight, provided you stop the sneak attacks. Take note: This map is big enough that someone will need to remain near this point at all times, or you'll risk losing it to the enemy.

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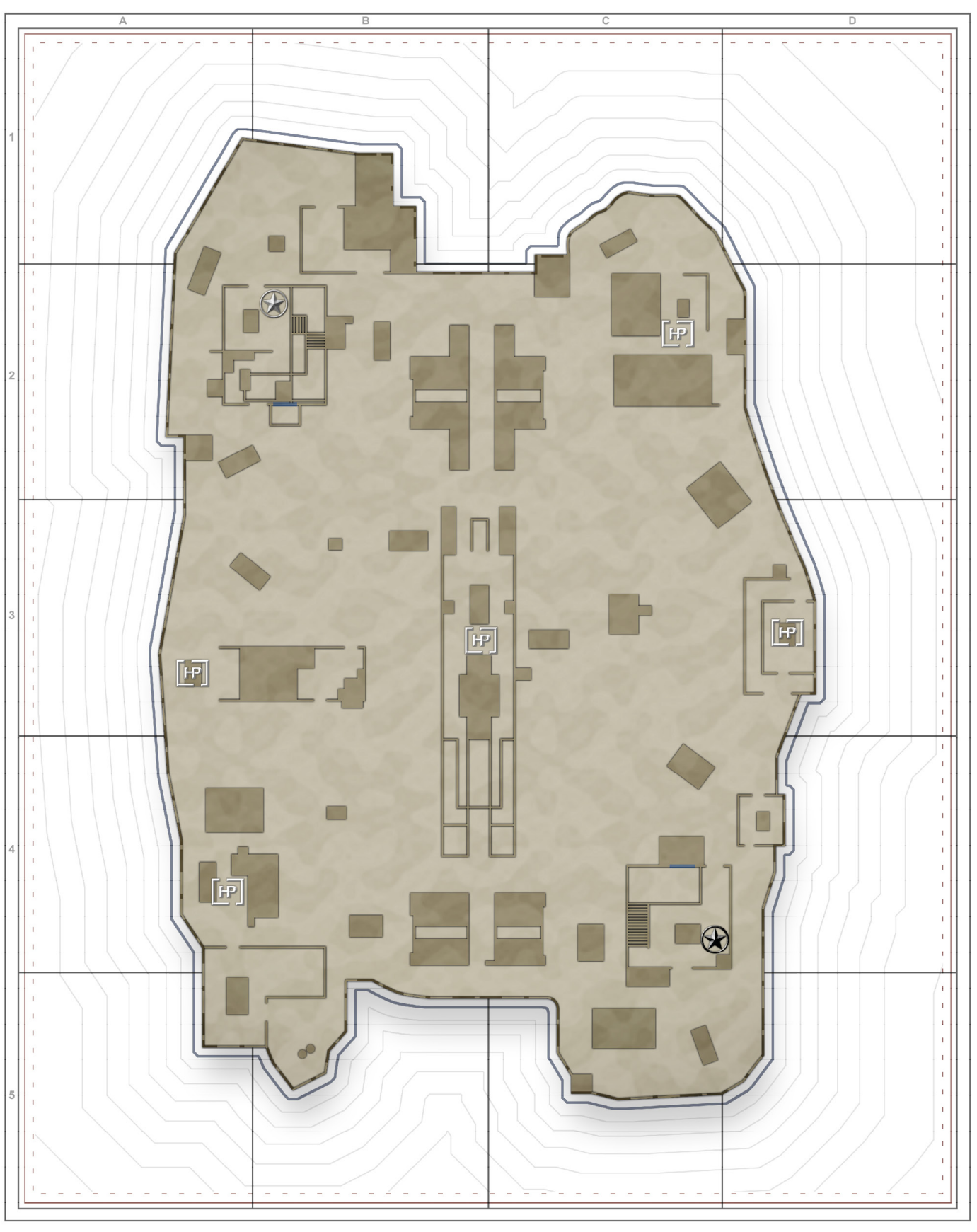
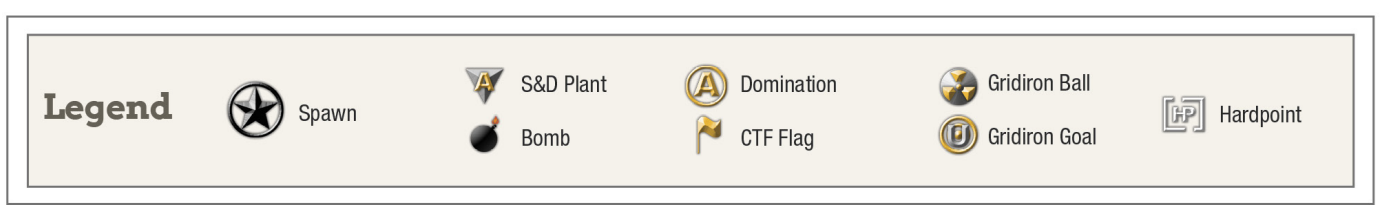
Gustav Cannon

Hardpoint Tactics





Normally, we would list all of the strategies we came up with to help you capture each point, but each and every one of the Hardpoints on this map presents a very similar structure. You'll find each one highly defensible and diffcult to take if the enemy team reaches them first. The Gustav will provide little help here, too, since most of the Hardpoints have little to no exposure to the Gustav.

If you're trying to dislodge the enemy team, bring plenty of explosive firepower in the form of Lethal Equipment and Scorestreaks. Glide Bombs, Artillery Barrages, Carpet Bombers, Molotov Cocktails, and Fire Bombing Runs will all be extremely useful in getting soldiers off the point; just make sure you use them wisely.

GUSTAV HARDPOINT

BOMBED CHURCH HARDPOINT

MAP ROOM EXTERIOR HARDPOINT

APIARY FARM HARDPOINT

TRACTOR HARDPOINT

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Gustav Cannon

Capture the Flag Tactics

Legend

Spawn
S&D Plant
Bomb
Domination
CTF Flag
Gridiron Ball
Gridiron Goal
Hardpoint

The flags appear directly in front of and behind the Gustav, which makes this game mode more of a fast-paced slug out than most other maps. You can run up and over the Gustav, or go along its sides. If you do go up the side, it's best to use the eastern side through the Tank Grounds rather than the western side. There's zero cover on the western side, so if you have the flag, you'll be little more than target practice for some haute deadeye.

You can also take the long way around the outer rim of the east side of the map for a sneaky flank; or, go between the hills and houses on the west side to the same effect. Whatever you choose, you're better off making a straight line back to your base, rather than taking the same way you came in. Running up the right side of the Gustav will provide the most cover. You can also climb on top of it, but the path up to the top exposes you to pretty much any enemy who's looking for you. Once you're up and over, however, it'll be smooth sailing back to your flag.

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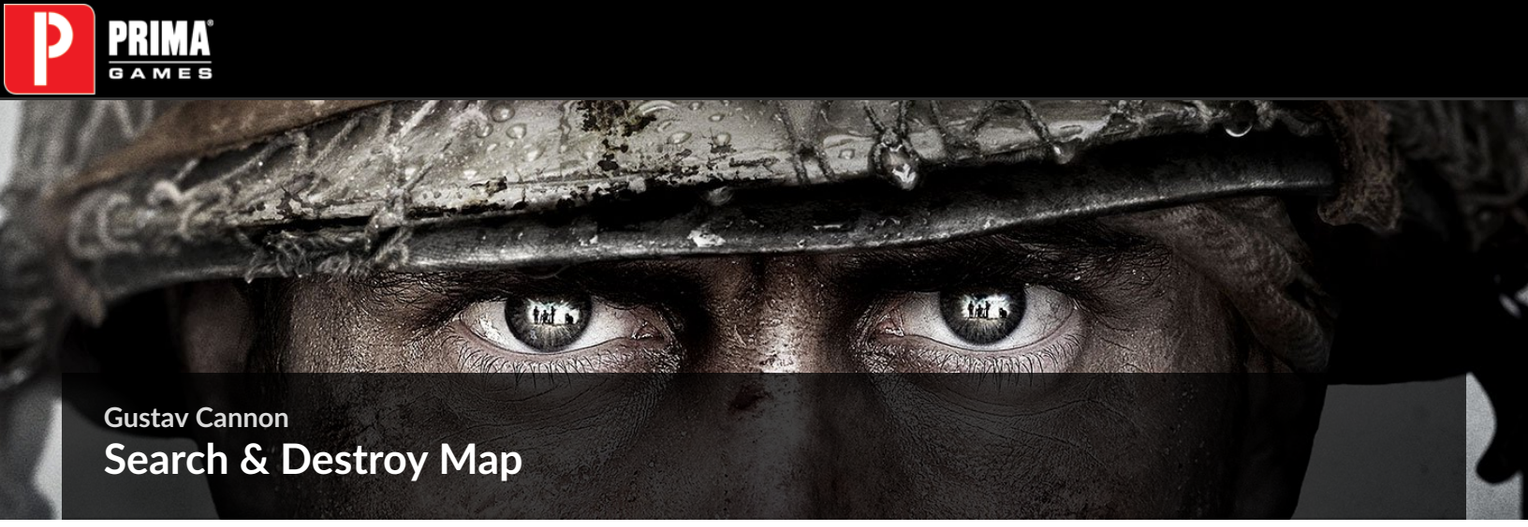

Gustav Cannon

Search & Destroy Map

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Carentan
Overview

Carentan, a throwback map from **the original Call of Duty on PC**, is a small, devastated village full of narrow alleys, second story windows and lots of sneaky shortcuts. Combat is fierce and there are very few places to hide. Stay on the move and stay alert. War is hell and combat on this map demonstrates that perfectly.

MID-RANGE LOADOUT TACTICS

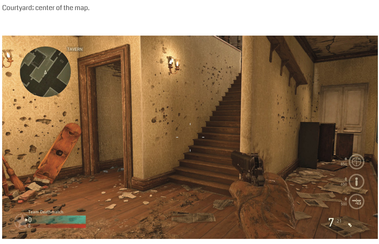
Upper windows above central Cratered Street.

Upper windows above northern Cratered Street.

This map is excellent for mid-ranged weapons as much as it is for short-ranged. With a mid-ranged weapon, you'll find very few areas on the map are disadvantageous, especially with a bayonet equipped. Watch the upper windows of the ruined buildings to avoid being ambushed by sniper and shotgun users. Also, don't run straight down long roads like Cratered Street and Main Street to avoid snipers and LMG users in a prone position.

SHORT-RANGE LOADOUT TACTICS

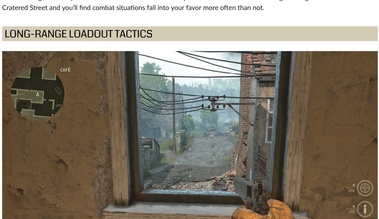
Courtyard: center of the map.



The Tavern.

If you like short-ranged weapons, this map is going to please you. With the slew of interconnected buildings and narrow alleyways, you'll find close kills come much easier than on most other maps. Learn the interior layout of the houses and use the windows to get the drop on enemies in the streets below. Stay close to walls and avoid running the length of locations like Cratered Street and you'll find combat situations fall into your favor more often than not.

LONG-RANGE LOADOUT TACTICS



Cafe second-story window.

East end of Archway Lot.

There are a few overlooks and long alleys in Carentan, but you'll have a hard time getting a lot of use out of them—at least in kill-focused game modes. If you're going to use a sniper rifle, your best bet is to snipe while on the move. There are enough buildings that you'll never see particularly far into the map and, with the spawn points constantly shifting, you might be waiting a while for someone to pass by your location.

When sniping, stick to the long streets, stay out of houses and alleyways and don't miss. Otherwise, stick to objective-based game modes. You'll get a lot more use out of a long-range weapon when you know where the enemy is coming from.

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Carentan

Domination Tactics

POINT A

Point A is definitely the hardest of the points to capture. It's surrounded by tons of cover, overlooks, and routes in and out of it. If you're starting on Point C side, you're better off fighting for C and B, than making a hard push for A.

If you find an opportunity to grab Point A, the Café has a great overlook of most of the area surrounding the point. You can help pin down the enemy team while your teammates move in on the point. If you're going for the point on your own, try moving toward Point A around its sides. Using the Alley and the Archway Lot will narrow down the number of locations you can be attacked from while approaching the point.

If you take the Alley path, avoid the Hill and take care on the approach. There's a mounted machine gun emplacement on top of the Hill that will have little issue shredding you and your team if it's manned.

POINT B

You can see directly into Point B if you're looking through the iron fence in the Farmhouses, or if you're standing against the wall on Main Street directly west of it. If you're playing long-range, these two locations will serve you well in keeping enemies off the point. You won't be able to see all potential hiding spots, but it'll definitely help thin the herd.

POINT C

Try to hold onto the second story of Headquarters. It has a great overlook of Point C and you can very easily reach Point B if it's being taken. The windows around the building will provide plenty of visibility for most of the map and you can escape through the south window onto the Roof, then into the Apartment if things get too hot. The Apartment has a great view of almost all of Point C. If you're sniping or using an LMG, you'll have an excellent spot to hold down the point if you're looking through the second-story window.

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Carentan

Hardpoint Tactics

BACKYARD HARDPOINT

Taking the Hardpoint on this map is all about utilizing the buildings surrounding each point. When the point appears in the Backyard, use the ladder leading up to the Roof, and press up against the outer second-story wall of Headquarters. This will provide an awesome overlook of the entire point. This is great for supporting your teammates and getting rid of enemies on the Hardpoint.

If you're on the opposite side of the map, you can reach this location by entering the first floor of Headquarters and heading through the window on the second story. You'll be at a disadvantage, however, since the opposing team often spawns near the Hill, meaning you'll be completely exposed. Under those circumstances, cook a grenade, hop out onto Roof, chuck it onto the Hardpoint, and then bolt.

MAIN STREET HARDPOINT

When the Hardpoint appears at the north end of Main Street, you can use the northern second-story windows of Headquarters for a great overlook onto the point. If you're actually on the Hardpoint, use the machine gun nest to help bolster your defense. Just watch for attacks from the Headquarters windows and flanks from the Foyer's open wall and northwest Alley.

ALLEY HARDPOINT

When the Hardpoint appears in eastern Alley, using the mounted machine gun in the Apartment is a must. It has an overlook of the entire point. You'll need to watch for back attacks while on the machine gun, but you'll have the advantage otherwise.

If you need to get onto the eastern Alley Hardpoint on foot, use the opening at the southeast end of Cratered Street to get into a good flanking position. If you can get onto the machine gun nest at the top of Hill, you'll also be in a great spot to protect or dislodge defenders.

HEADQUARTERS HARDPOINT

The point on the first floor of Headquarters can be a challenge to take and hold. There are four ways in, but two of them are windows on the northern side of the room that will almost always be watched. Your best bet is to cook a grenade and toss it in, then charge in as soon as it explodes.

When your team holds this point, you can defend it effectively from the windows on the Headquarters' second floor. You'll see incoming enemies from every point if you watch the windows and the stairs.

ARCHWAY LOT HARDPOINT

When the Hardpoint is in Archway Lot, you can use the Store as a flanking location if the enemy team currently has it. You can also use the window on the second floor of the Store to guard the Hardpoint, or uproot enemies that are currently holding it.

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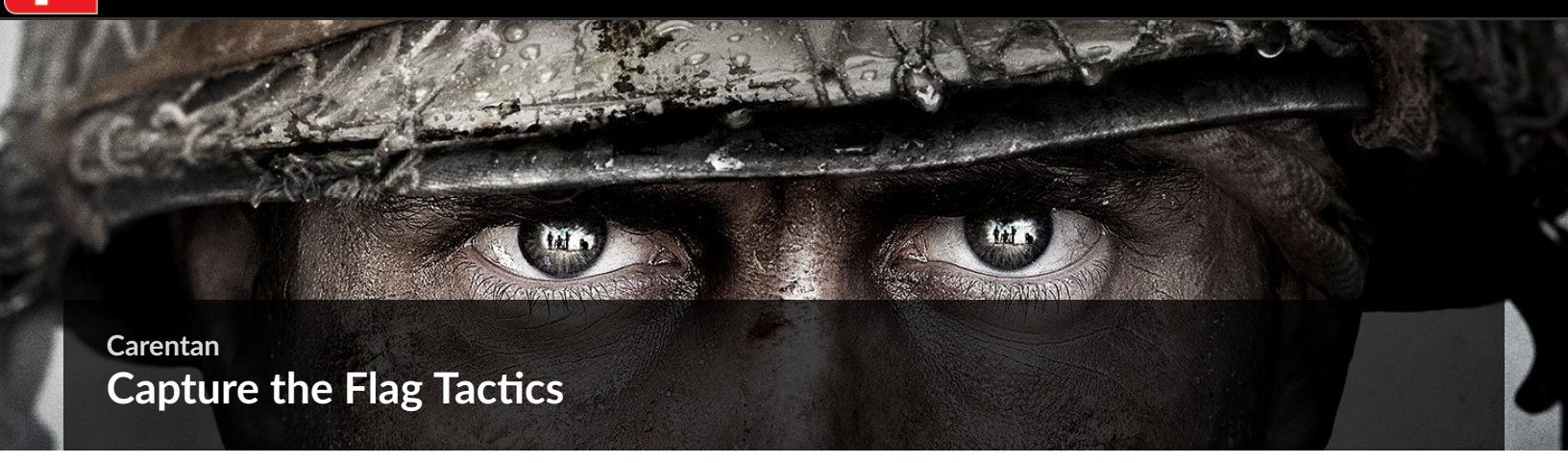

Carentan

Capture the Flag Tactics

Flag A is on the Access Road. It's a hard take compared to Flag B. Trying to take it by running straight down the Access Road is a great way to get killed, so stick to flanking positions. Coming from the Store, Archway Lot or the east Alley is a much better option. Plus, you'll have a better chance of holding onto it if you use these same routes to escape.

You can make a rush for the Apartment to quickly get the flag back to your base, but you'll be thoroughly exposed until you enter the building. Once inside, there's a good chance to get that flag home, but getting into the Apartment is a whole different story. Running through the Archway Lot, then taking Cratered

Road while hugging its northern walls is a long trip, but a relatively safe one. Duck into the Foyer, then up the northern Alley for a good shot at bringing one home for the team.

Flag B is in the middle of Main Street and it's much easier to take and harder to defend. If can get your hands on it, you can rush back to Headquarters or the Apartment and you'll have a great shot at getting it home. The key to victory is to break the enemy line of sight as soon as you have the flag. With Flag B, it's pretty easy to accomplish that task. That's not to say that you won't have a frenzied fight back to your base, but it's a lot easier than running a straight path with zero cover after taking Flag A.

You can also use the Headquarters' upstairs windows to help support your team's flag push. You can use the Apartment's upstairs windows in a similar fashion, but it really only helps if a teammate is running the enemy flag toward the Apartment.

If you want to properly defend Flag B, it's best to hold both Headquarters and the Apartment. If you can disable the easiest escape routes for the enemy team, you'll have a much better shot at keeping them from getting far once they have the flag in hand. It also has the duel benefit of making it harder for the enemy team to chase down an ally flag carrier. Sitting on Main Street isn't the wisest move, since there are several overlooks onto the flag. Therefore, if you block off one potential enemy angle, you'll have at least one other that will favor the enemy.

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Carentan

Search & Destroy

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Flak Tower
Overview

Flak Tower is an anti-air emplacement with multiple paths to anywhere you want to go. Close-quarters players will feel at home here with all of the easy flanks and rotations available to your team.

MID-RANGE LOADOUT TACTICS

This map perfectly suits anyone playing with a mid-ranged loadout. There are very few open areas, but there is plenty of cover to hide behind.

SHORT-RANGE LOADOUT TACTICS

Ammo Room; northeast end of map.

Short-range loadouts are as viable here as mid-range ones. The interior locations are your safest bet, but it's also advisable to move from cover through the exterior locations. Try to avoid the center of the map if at all possible. If any enemy players stand at the windows in the buildings on either side of the map's center, you'll have a very hard time escaping.

Crane; east end of map

LONG-RANGE LOADOUT TACTICS

This is a tough map to play long-range. There are windows in the center of the map that might look like good sniping locations, but it's best to leave them for LMGs. If you absolutely must snipe, stick to the sides of the map. You can either fire straight down the side of the map, or try and catch an angle of the map's center for more options.

The Satellite Spawn; southwest corner of the map.

All in all, we suggest only sniping on this map if you want a challenge or are a veteran sniper. All others should stick to mid and short-range loadouts.

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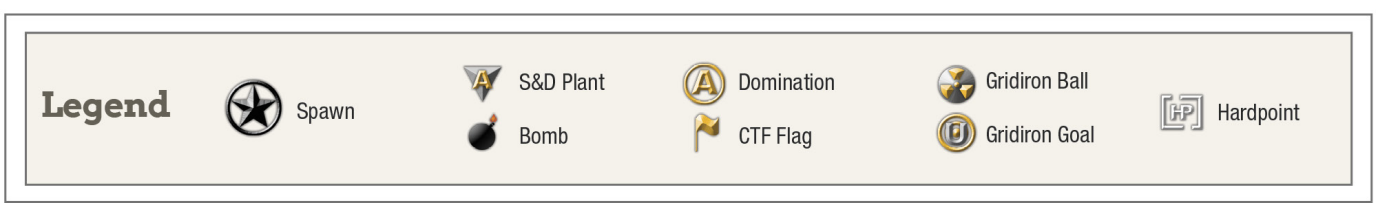
Flak Tower

Domination Tactics



POINT A

Domination on this map doesn't have any particular tricks or flanking paths that you should use over others. Its open-ended design means as long as you're moving and trying to find your way around and behind enemies, you'll have a good time. However, there are a few tricks to use to capture and defend certain points.

Point A (located at SE Lookout) is fairly boxed in. Sandbags block off the path into the southern end of the map, while it rests perfectly at the end of the narrow, east side of the map. If you're on the attack and sneak in from the north, you can go prone and set up shop with a sniper rifle or LMG to lay down some nice suppressive fire while capturing the point. It'd be unwise to stay for too long after capturing the point under these conditions, though; it will only be a matter of time before an avalanche of grenades fall on your head, or a sneaky flank comes in from behind.

POINT B

Point B at the map's center (appropriately titled Center) can be captured inside the small bunker or on top. You'll be exposed to a lot more potential fire than if you're inside, but you won't have to worry about grenades rolling at your feet. Gauge the current combat situation and make the call on which part of the point would be the best place to capture from at that moment.

POINT C

You can hold Point C at the NW Lookout by heading off slightly south from the point and using the defunct AA cannon as cover. You'll have a nice view of the greater surrounding area, which is perfect for snipers, LMGs or rifles.

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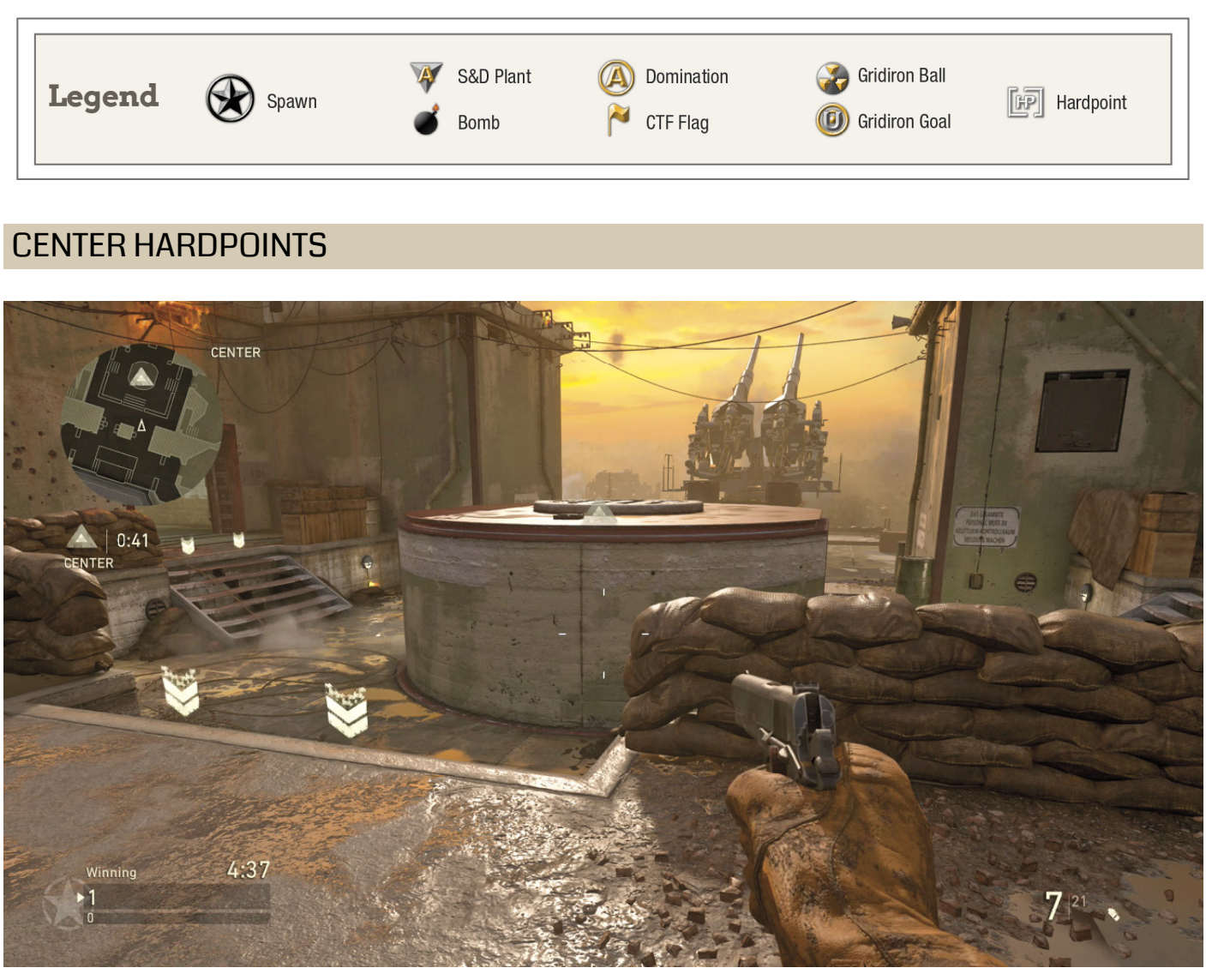
Flak Tower

Hardpoint Tactics

CENTER HARDPOINTS



Defending the Center Hardpoint from inside the bunker is likely your best option. Hardpoint tends to be much more chaotic than most other objective-based modes, so while it wasn't recommended for Domination, the spawns will switch up enough during this mode that it'll be hard for either team to attack with a united front. In short, everything's crazy, so hide.

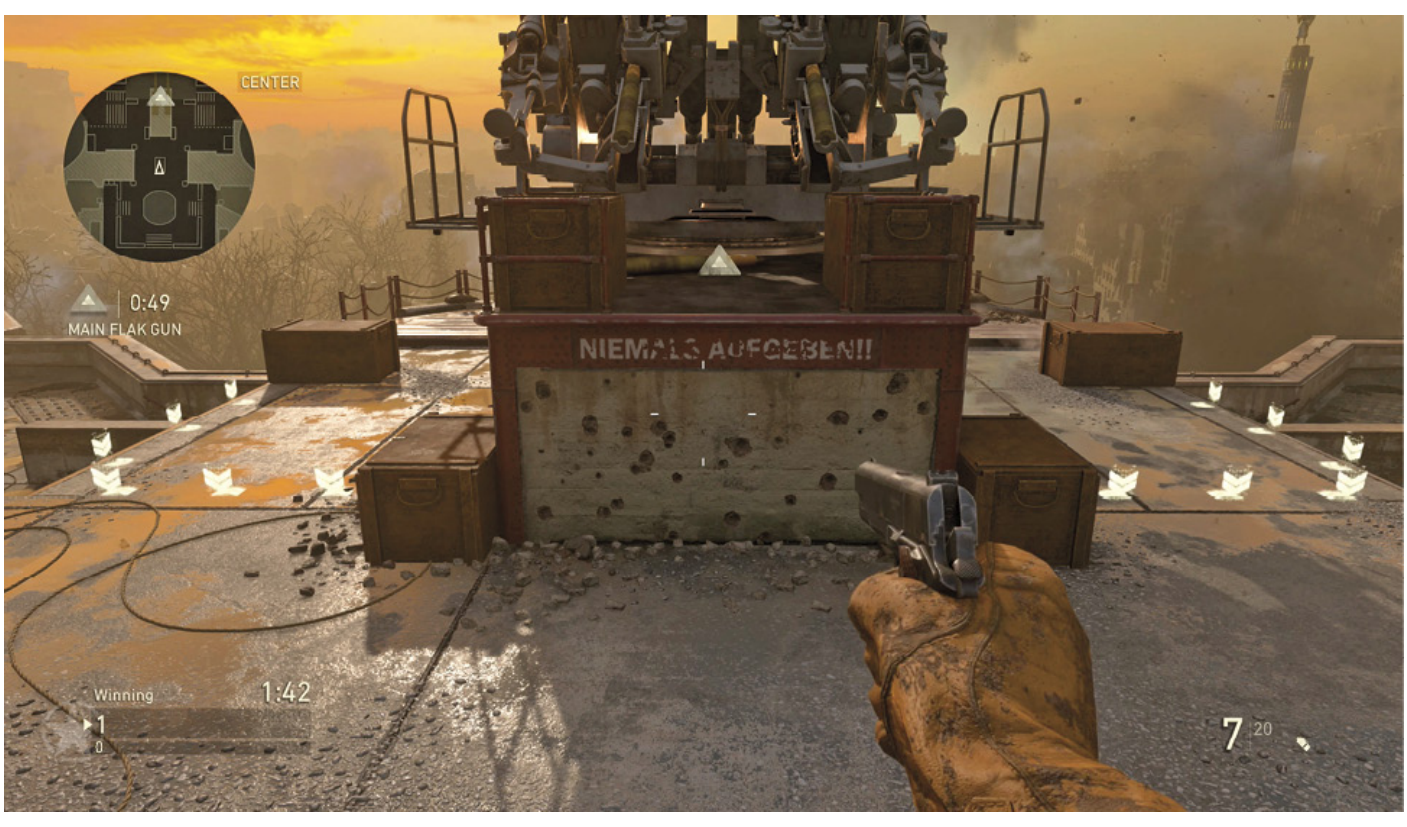
SOUTHWEST TOWER HARDPOINT

Southwest Tower is likely the most difficult point to capture and hold, if for no other reason than it's heavily fortified and favors defenders. Scorestreaks and grenades will help dislodge enemies, but your best bet is to simply get there first. If that's not an option, you can try flanking by climbing up the south wall in Main Flak Gun, which will likely be your best bet if your team is attacking the other opening at the Satellite Spawn.

ELEVATOR ROOM HARDPOINT

A good option for contesting or defending the Elevator Room Hardpoint is to sit in the small room at the top of the stairs. You'll need to watch out for grenades, assuming enemies suspect your presence, but you'll effectively cut off line of sight from any attackers. As an added bonus, there's a ladder on the window's outer wall that leads right into the Hardpoint, so you can access the point with ease.

MAIN FLAK GUN HARDPOINT



Main Flak Gun is one of the easier points to contest and capture, but tough to hold. Cover is severely limited and there are plenty of ways to flank anyone on the Hardpoint. Try to stay alert, keep moving, and aim well.

If you're trying to take the Hardpoint from the enemy, attack from the north or south rather than from the center. Main Flak Gun has the most cover when facing toward the center, but barely any cover to speak of on its north and south sides.

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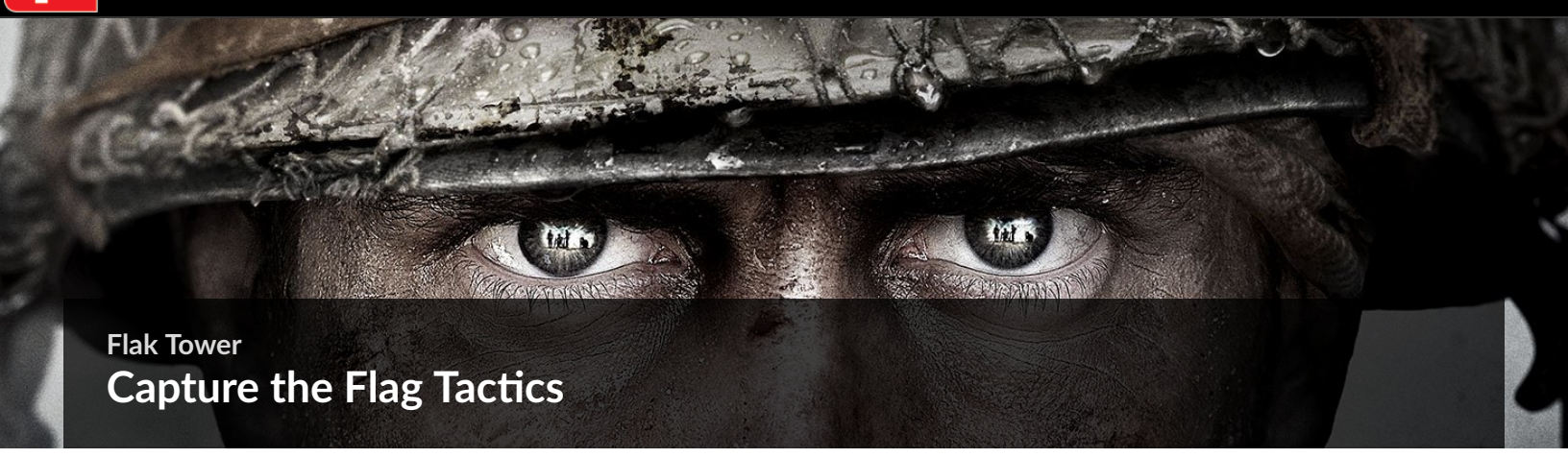
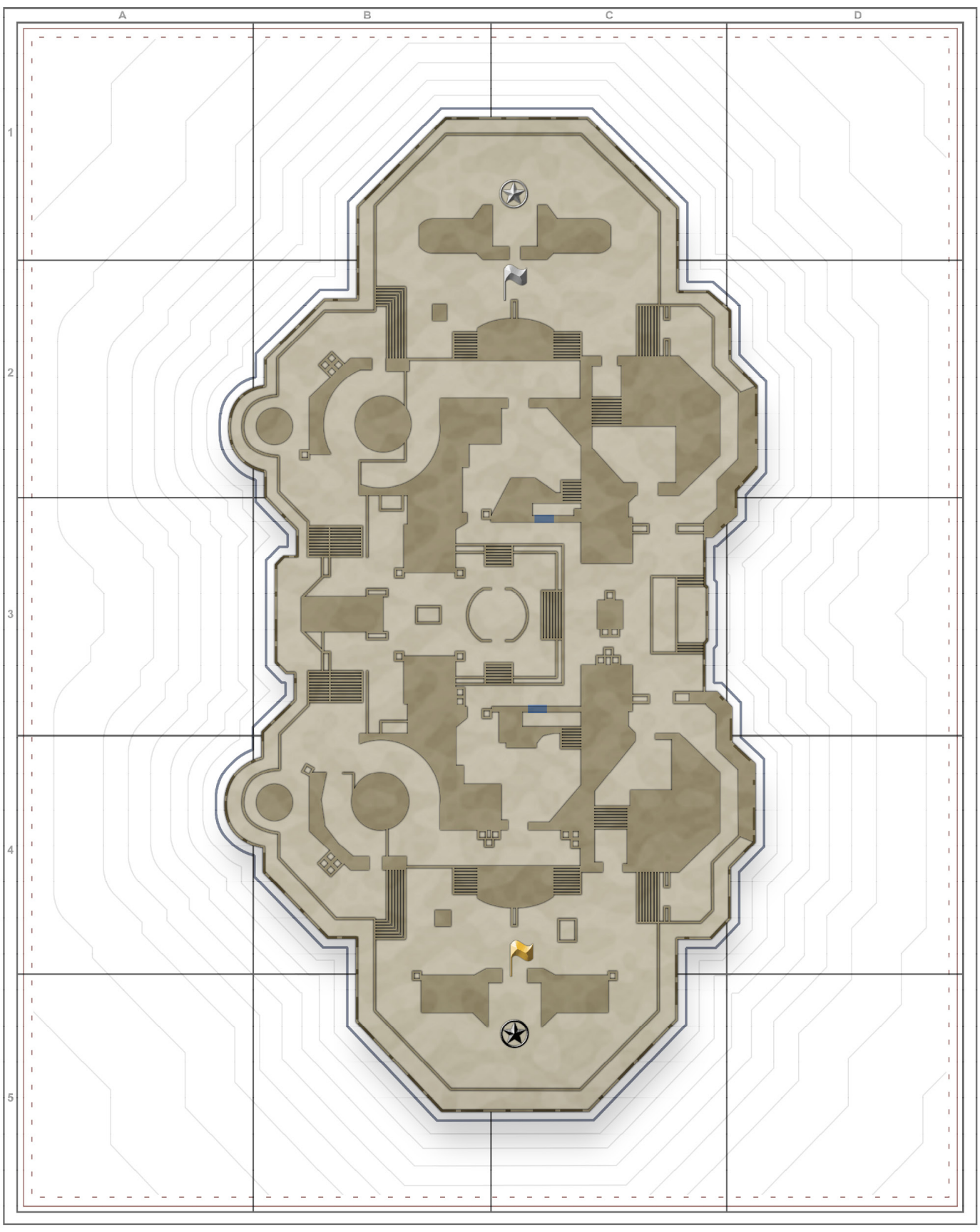


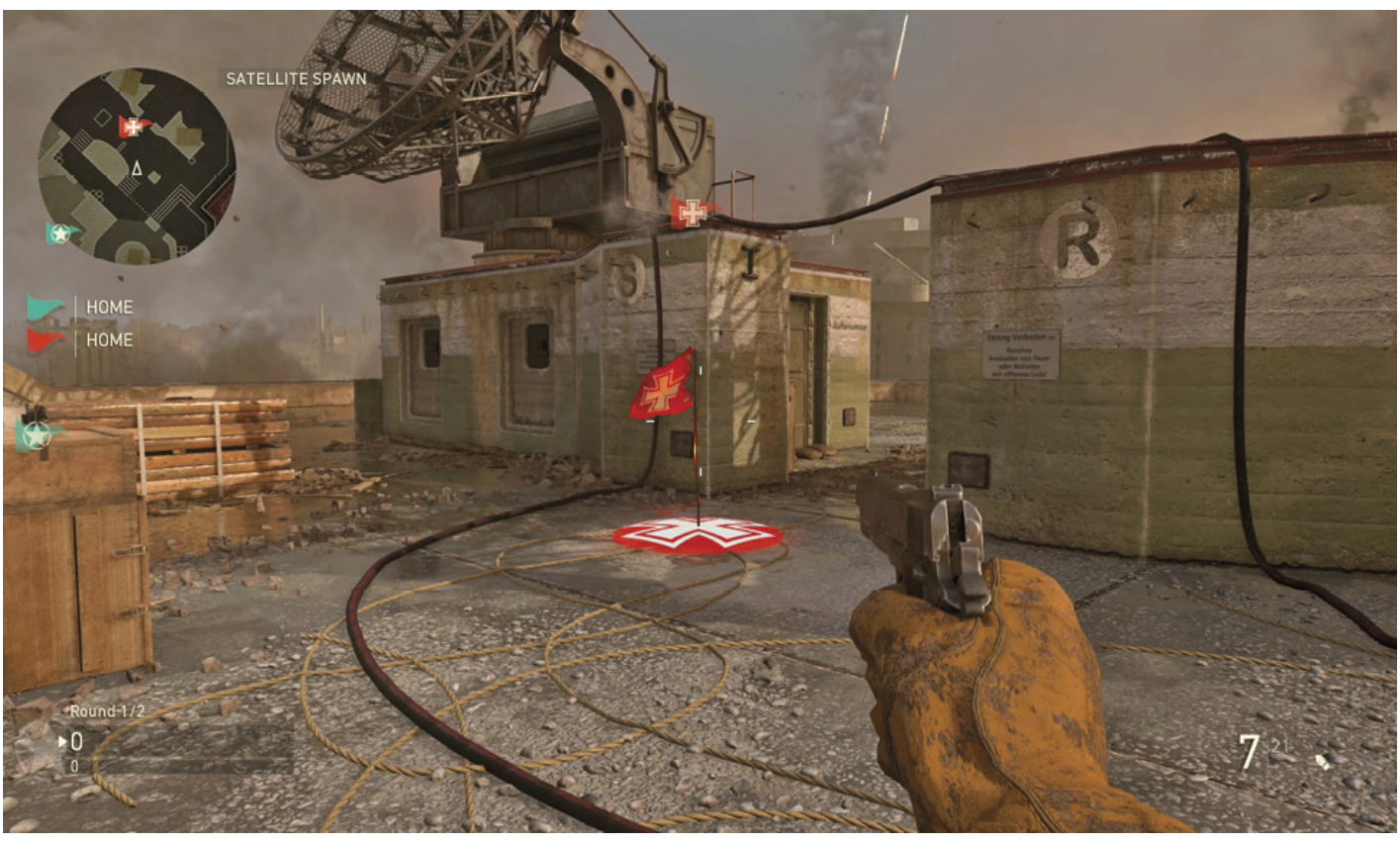
Flak Tower

Capture the Flag Tactics



Legend

Spawn
S&D Plant
Bomb
Domination
CTF Flag
Gridiron Ball
Gridiron Goal
Hardpoint



This is a very straightforward CTF map. No frills and no cheeky paths. Good shooting skills, map awareness, and tricky flanks are the order of the day. Use Recon Aircraft whenever possible to track enemy movement, then go up the path of least resistance. Artillery Barrage is an exceptional Scorestreak for this map. You can use it to defend your own flag by aiming it directly on top of your own flag; or you can use it to pressure the enemy team away from their flag while a teammate runs for it.

Most paths back to the base are safe. Focus on breaking line of sight and keeping cover behind your back while moving. Avoid areas that have great vantage points for enemy snipers and you'll make it back just fine. The hard part is getting the flag.

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Flak Tower

Search & Destroy Map

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Gibraltar

Overview

Gibraltar is a cliff-side military base full of flanking paths and cover with a fair bit of verticality. This map is friendly to all playstyles, but favors the creative and bold. Make clever use of the terrain and you'll run circles around your opponents or take them down at a distance before they even know what hit them.

MID-RANGE LOADOUT TACTICS

Cliff Bridge: north side of map.

This map serves mid-range players as much as it does every other player type. Cliff Bridge and Turret can be a bit dangerous if snipers are in the local sniping spots, but you'll rarely find yourself in a disadvantageous location. Take care in the tunnels and building interiors and try to stick to the outdoor locations.

SHORT-RANGE LOADOUT TACTICS

Cave Tunnel: southwest portion of the map.

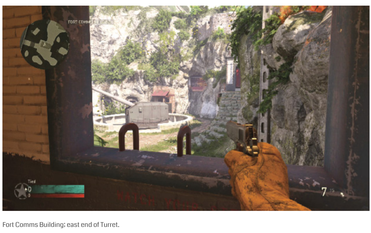
Surprisingly, short-range loadouts are completely viable on this map. The vertical nature of Gibraltar makes it easy to vault, rotate, and generally confuse your attackers. Just stay away from Turret and Cliff Bridge, as those are excellent sniping spots and absolute nightmares for short-range loadouts. Use them only to transition to new areas and never run their entire length. If an enemy sniper appears while you're running through, chances are you're as good as dead.

Pit Center: center of the map.

LONG-RANGE LOADOUT TACTICS

Cave Sniper Nest: southwest corner of the map.

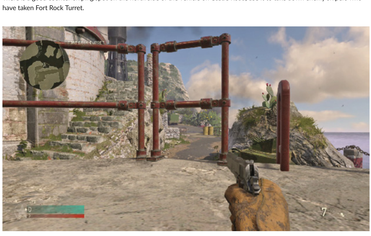
This map is positively loaded with perfect sniping spots. The Cave Sniper Nest overlooks Turret, which is a huge open area; you'll have a clear shot of just about anyone who enters it. Place an S-Mine 44 at the entrance of Cave Sniper Nest to create a perfect, fortified location from which to snipe.



Fort Comms Building: east end of Turret.

Fort Comms Building, which is stationed on the other side of Turret (directly ahead of Cave Sniper Nest), isn't quite as defensible as its counterpart, but it's still a very good spot. Expect counter snipers in one of these spots whenever you snipe from the other one.

The top of the ladder in Fort Rock Turret is a great sniping spot, too. It overlooks Fort Cliff Side, Cliff Bridge, and Castle Cliff. There is a good counter-sniping spot on the north side of the vehicle on Castle Road; use it to take down enemy snipers who have taken Fort Rock Turret.



Fort Rock Turret: northeast side of map.

There are plenty of other sniping spots, but the aforementioned favor sniping more than others. A good sniper will make use of most of this map, so don't be afraid to experiment and look for new angles. As an added aside, every one of these sniping locations works great as a makeshift LMG nest.

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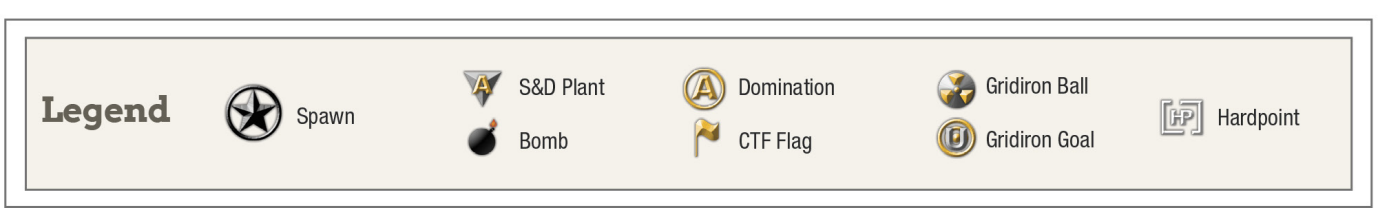
Gibraltar

Domination Tactics



POINT A

This is a difficult Domination map. Each point has plenty of different attack routes and limited cover. M18 Smoke Grenades can help provide a break from attacks and Artillery Barrages can be used to cut off enemy routes to a specific point, which will allow you to better gauge impending attacks.

The yellow barrel in Point A makes for good cover no matter what side of the map you're coming from. Watch for flanks emerging from the Fort Comms building and use that same building if you're coming from the Point C side to take Point A. If you're on Point A and it is being taken from your team, wrap around the stone wall and flank instead of trying to charge in blindly.

POINT B

Point B is a dangerous beast. There are plenty of places to attack and be attacked from overhead or from the flank. There's not much that can be done about that. If you're coming from Point C, hug the cover to the right of the flag. If you're coming from Point A, stay close to the ladder on the flag platform in the middle of Pit Center.

This point can also be captured from on top of the flag platform, which might catch enemies approaching from Point A, but you'll be at a disadvantage if you are coming from Point A.

POINT C

Point C is easily the hardest point to take on this map. If you're trying to capture it, odds are it's in the enemy's spawn. There's very little cover, plenty of areas to get attacked from, and enemies will continuously spawn. Dropping an M18 Smoke Grenade on the point will give you a fighting chance to capture it, but even then it will be tough. Stay close to the western building and stay alert.

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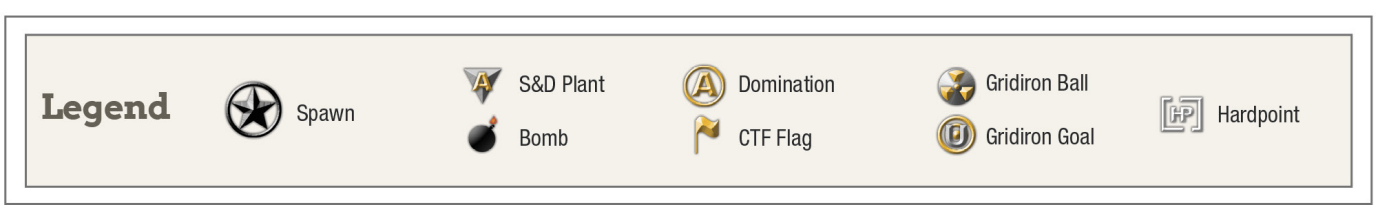
Gibraltar

Hardpoint Tactics



PIT CENTER HARDPOINT

This Hardpoint is massive and brutal to defend. It's surrounded by high ground and there's little cover. If the point is in enemy hands, strike from the upper areas. If your team is defending the point, huddle up against the flag platform near the center of the point, as it's the safest location.

FORT COURTYARD HARDPOINT

Like in Domination, the yellow barrel is a good spot to defend from, regardless of which side you're coming from. Watch for attacks coming from Fort Comms Building, or use that building for flanks of your own when the enemy controls the point.

There are plenty of places to flank this point. Utilize them well and the defenders won't have a chance to hold the point for long.

CASTLE ROAD HARDPOINT

This point is massive and has a ton of cover. Watch for flanks, but if you huddle up in a corner or behind the vehicle in the middle of the Hardpoint, you'll cut off a lot of attacks. Watch for attacks from above and stay alert at all times to keep this one firmly in your control.

Use grenades, Scorestreaks, and attacks from above to dislodge the enemy team. It's not easy to pry this point from the hands of your opponents, but play smart and you'll have a fighting chance. Just don't run down Cliff Bridge to reach the point unless you like getting shot.

TURRET HARDPOINT

This is a brutal point to hold if anyone is in Fort Comms Building or Cave Sniper Nest. You'll be on the lowest point of one of the lowest points in the map. Stay prone, smoke the point, and keep your eyes up to shoot anyone vaulting in on the point.

If you're trying to get on the point, the aforementioned Fort Comms Building and Cave Sniper Nest provide an excellent view of the point. You can also use the connecting stairs between Pit Center and Turret as a vantage point onto the Hardpoint.

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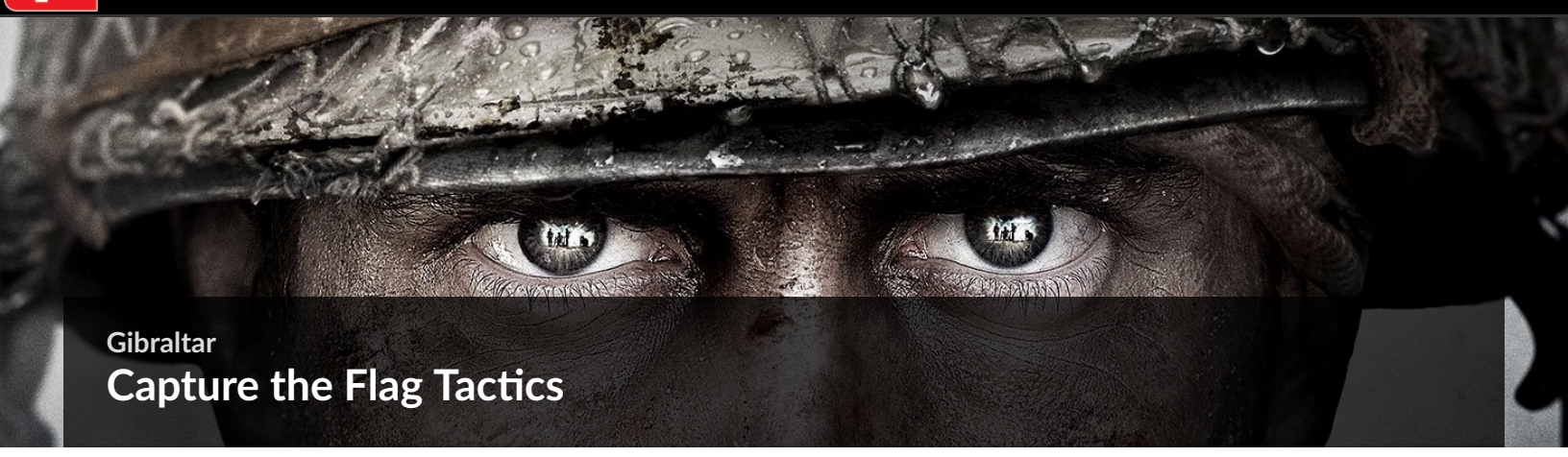

Gibraltar

Capture the Flag Tactics

Legend

Spawn
S&D Plant
Bomb
Domination
CTF Flag
Gridiron Ball
Gridiron Goal
Hardpoint

There are quite a few points of entry onto the Allied flag, so stay on alert and take out enemies from a distance. The Axis flag, on the other hand, is much more secured, so those attacking must rely on flanking to catch flag guards unaware.

Stay away from Cliff Bridge if you have the enemy flag in-hand, regardless of your team. There's little cover and it's a long, flat stretch of land that will make you a prime target. It's not a bad path to take if you're approaching the Axis flag, however, especially if you use it to reach Fort Tunnel. It's okay for going after the Allied flag, but the Allies have the high ground and a fair bit of cover, so if even one player is defending that side you'll be at a huge disadvantage.

Cave Tunnel is great for reaching the Allied flag and just as good for running it back to the Axis base. If you're running through this location with the flag in your possession, make sure to jump out of the Cave Sniper Nest window instead of running the full length of the tunnel.

Don't spend a lot of time in Turret. If you jump from the Cave Sniper Nest, waste no time in getting out of the area. Any one following you can use that same window to snipe you before you can make it halfway through Turret. It's definitely not a safe place for you stay long while holding the flag.

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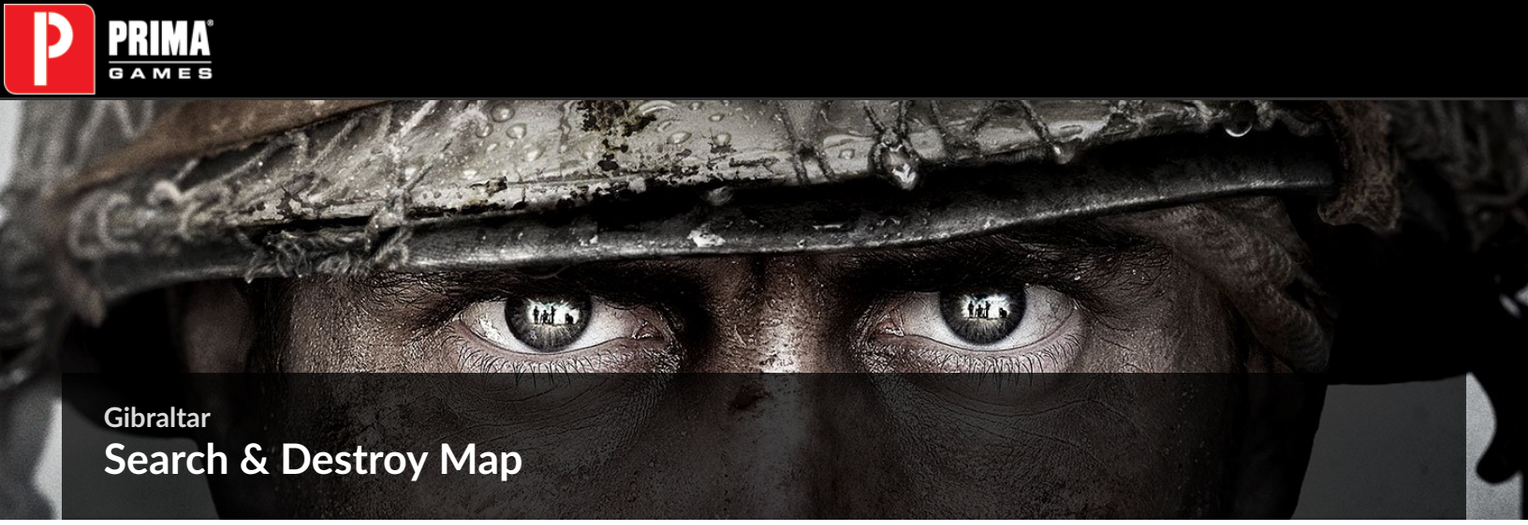

Gibraltar

Search & Destroy Map

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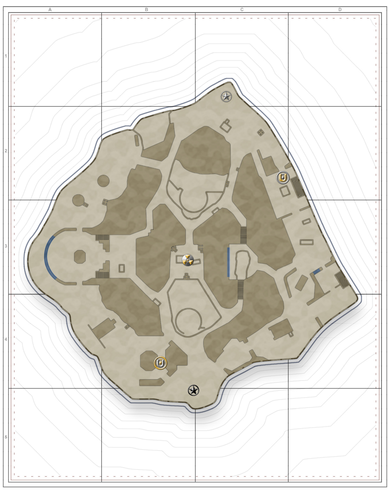
Pointe du Hoc
Overview



Pointe du Hoc is a devastated, coastal fortification with open areas surrounding enclosed trenches and bunkers. SMG and close-range players will find a lot to love on this map.

MID-RANGE LOADOUT TACTICS

Farmhouse Exterior: south end of the map.

The trenches are really dangerous for rifle users. There are plenty of flanking opportunities and enough twists and turns to allow short-range players to get in close before you have a chance to aim down your sights. Stick to the outside of the map and only go through the trenches if there are no other options. If you end up in the trenches, rely on your bayonet more than your weapon. Hip fire on most rifles isn't reliable and the time it takes to aim is about same amount of time it takes for a short-range enemy player to blast you into another dimension. Bayonets are quick and effective. Play your cards right and you'll get a lot done with a bayonet.

The East Trench: good for SMGs.

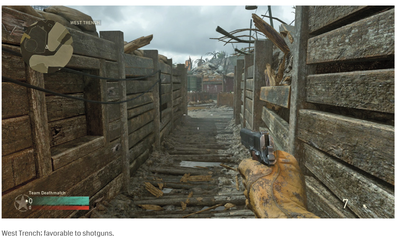
Most SMGs are effective on this map, especially with Quickdraw and Steady Aim as your Attachments. If an enemy gets the jump on you, fire from the hip; otherwise, encounters should be dealt with in the usual fashion. There are few places on this map that don't favor SMGs: the long, coverless stretches of land, like those seen outside Farmhouse and Barn.

Tank Bunker: a good spot for the LMG bipod.

If you're using LMGs, the rules for long-range players apply in a very similar fashion. Find a spot, drop the bipod, and hold the line. There aren't a lot of paths into the buildings on the outer edges of the maps, and most buildings work well as chokepoints. If you're sporting an S-Mine 44 or are proactive in watching your flanks, you can avoid getting attacked from behind a lot easier compared to other maps.

SHORT-RANGE LOADOUT TACTICS

This is an excellent map for shotgun and melee loadouts. Short-range SMGs like the Waffe 28 perform well in the trenches, and the Airborne Division's increased stamina helps even more.



West Trench: favorable to shotguns.

The trenches are generally friendly for close-quarters fighting, but you must avoid the long, straight, and narrow parts of the trenches. If you enter a long trench and see an enemy at the opposite end, back off and reroute. There's no glory in dying in battle because you charged down an enemy who clearly had the upper hand. Playing short-range loadouts is about finesse, not slamming against enemies until they die.

Stay away from the outer edges of the maps. While they're not entirely dangerous, the conditions are not favorable to a short-range player, which will make any encounter more unpredictable than it needs to be. The bunkers are friendly, however, so don't be afraid to use them.

LONG-RANGE LOADOUT TACTICS

Barn Upstairs: southeast corner of the map.

This is not a sniper-friendly map, but there are some locations that favor long-range loadouts. You'll want to stick to East Bunker, Barn and Farmhouse as your main sniping locations. They have the best views and generally favor long-range over short-range play. Standing outside of the northwestern end of Farmhouse provides a nice view through the bunker ahead and beyond, but you'll be completely exposed. Wherever you set up shop, use S-Mine 44s to block off your rear or flanks, and then wait patiently for poor fools to pass your crosshairs.

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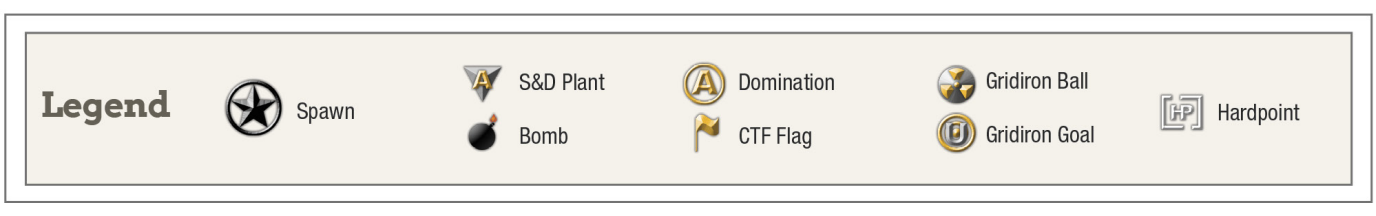
Pointe du Hoc
Domination Tactics



POINT A

Approaching this point from Tunnel or East Bunker is ideal, but you can also make your way around the point and use the gun emplacements as cover while maneuvering up to the point. Whatever path you choose, make sure to stay close to the gun emplacement while taking the point to protect yourself from gunfire coming from all sides.

POINT B

The more you play objective-based modes on this map, the more you'll learn about how difficult Trench Center is to defend. There isn't a lot to hide behind here; at least, not a lot that isn't easily flanked by the myriad of ways to enter this area. Your best bet is to capture the point and pick a corner from which to defend. If the point isn't in your team's possession, toss in some grenades, and try for a cheeky flank by approaching from the West Trench Battery.

Dislodging defenders off of this point isn't hard, but holding it certainly is. Success on this map and mode is almost certainly going to come down to how well you hold your starting point and your ability to take their starting point. Holding Trench Center is a consolation prize in the long run. That doesn't mean trying to take it is a bad idea, but don't sink all of your efforts into this one point.

POINT C

Don't push directly up the eastern side of Farmhouse Exterior if you can help it. There's not a lot of cover and you'll have to worry about enemies firing from the windows on the second story of Farmhouse. The northwestern side is a much safer route to take to the point because of the busted tank and the limited cover inside the house.

If you've taken the point, you can head up to the eastern second-story window and fend off pushes coming from Barn, but this is a point better defended with teammates.

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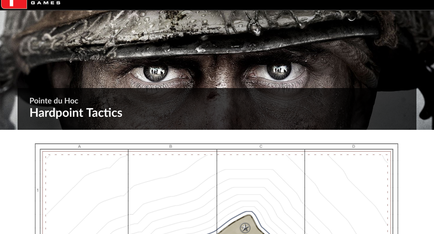
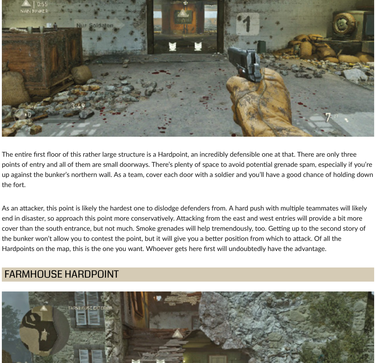


Pointe du Hoc

Hardpoint Tactics

TRENCH CENTER HARDPOINT

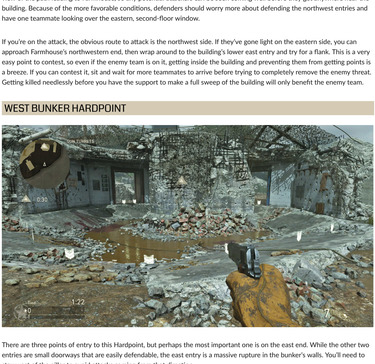


The entirety of Trench Center is a Hardpoint and it's one that's excruciating to defend. There are so many points of entry, holding this point becomes an exercise in pain. One strategy to try is to hug a corner, keep an eye on the entryways, watch the bunker, and say a prayer.

If the enemy team has this point, however, dislodging them is a breeze. Use the bunkers on the north and south sides of the trenches to get a good view into Trench Center. Then go prone on top of East Trench Battery to get a clear view into the heart of the point. West Trench Battery allows for some easy flanks onto the point.

You're better off knowing that you likely won't hold this point for long chunks of time, so focus on efficiently removing defenders, then hopping on the point. You'll likely die frequently, but as long as you can get defenders out of the point quickly, you can still gain more overall points.

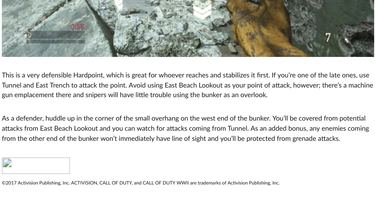
MAIN BUNKER HARDPOINT



The entire first floor of this rather large structure is a Hardpoint, an incredibly defensible one at that. There are only three points of entry and all of them are small doorways. There's plenty of space to avoid potential grenade spam, especially if you're up against the bunker's northern wall. As a team, cover each door with a soldier and you'll have a good chance of holding down the fort.

As an attacker, this point is likely the hardest one to dislodge defenders from. A hard push with multiple teammates will likely end in disaster, so approach this point more conservatively. Attacking from the east and west entries will provide a bit more cover than the south entrance, but not much. Smoke grenades will help tremendously, too. Getting up to the second story of the bunker won't allow you to contest the point, but it will give you a better position from which to attack. Of all the Hardpoints on the map, this is the one you want. Whoever gets here first will undoubtedly have the advantage.

FARMHOUSE HARDPOINT



The entire Farmhouse is a Hardpoint, including the second floor. There are three points of entry: one on either end of the first floor and on the nailed, northwest side of the building. The northwest side is far and away the hardest side to defend. The second floor entry is exposed and lacking in cover. The best place to defend it from is just behind the corner in the bend at the center of the room.

The northwest entry on the first floor is arguably harder to defend than the second floor. There is an incredibly limited view of the area just outside the door due, in large part, to the tank wreckage directly in front of the building.

The eastern side of the building is much easier to defend, especially if you're using the second-floor window. There's a clear view of the path leading to Farmhouse, so any potential attackers can be seen coming well before they get anywhere near the building. Because of the more favorable conditions, defenders should worry more about defending the northwest entries and have one teammate looking over the eastern, second-floor window.

If you're on the attack, the obvious route to attack is the northwest side. If they've gone light on the eastern side, you can approach Farmhouse's northwestern end, then wrap around to the building's lower east entry and try for a flank. This is a very easy point to contest, so even if the enemy team is on it, getting inside the building and preventing them from getting points is a breeze. If you can contest it, sit and wait for more teammates to arrive before trying to completely remove the enemy threat. Getting killed needlessly before you have the support to make a full sweep of the building will only benefit the enemy team.

WEST BUNKER HARDPOINT

There are three points of entry to this Hardpoint, but perhaps the most important one is on the east end. While the other two entries are small doorways that are easily defendable, the east entry is a massive rupture in the bunker's walls. You'll need to stay west of the pillar to avoid attacks coming from that direction.

If you're attacking this point, this is definitely a good spot to hit. Although with the wall forcing defenders to the west side of the pillar, you'll have a much easier time dislodging them with some well placed grenades.

EAST BUNKER HARDPOINT

This is a very defensible Hardpoint, which is great for whoever reaches and stabilizes it first. If you're one of the late ones, use Tunnel and East Trench to attack the point. Avoid using East Beach Lookout as your point of attack, however; there's a machine gun emplacement there and snipers will have little trouble using the bunker as an overlook.

As a defender, huddle up in the corner of the small overhang on the west end of the bunker. You'll be covered from potential attacks from East Beach Lookout and you can watch for attacks coming from Tunnel. As an added bonus, any enemies coming from the other end of the bunker won't immediately have line of sight and you'll be protected from grenade attacks.

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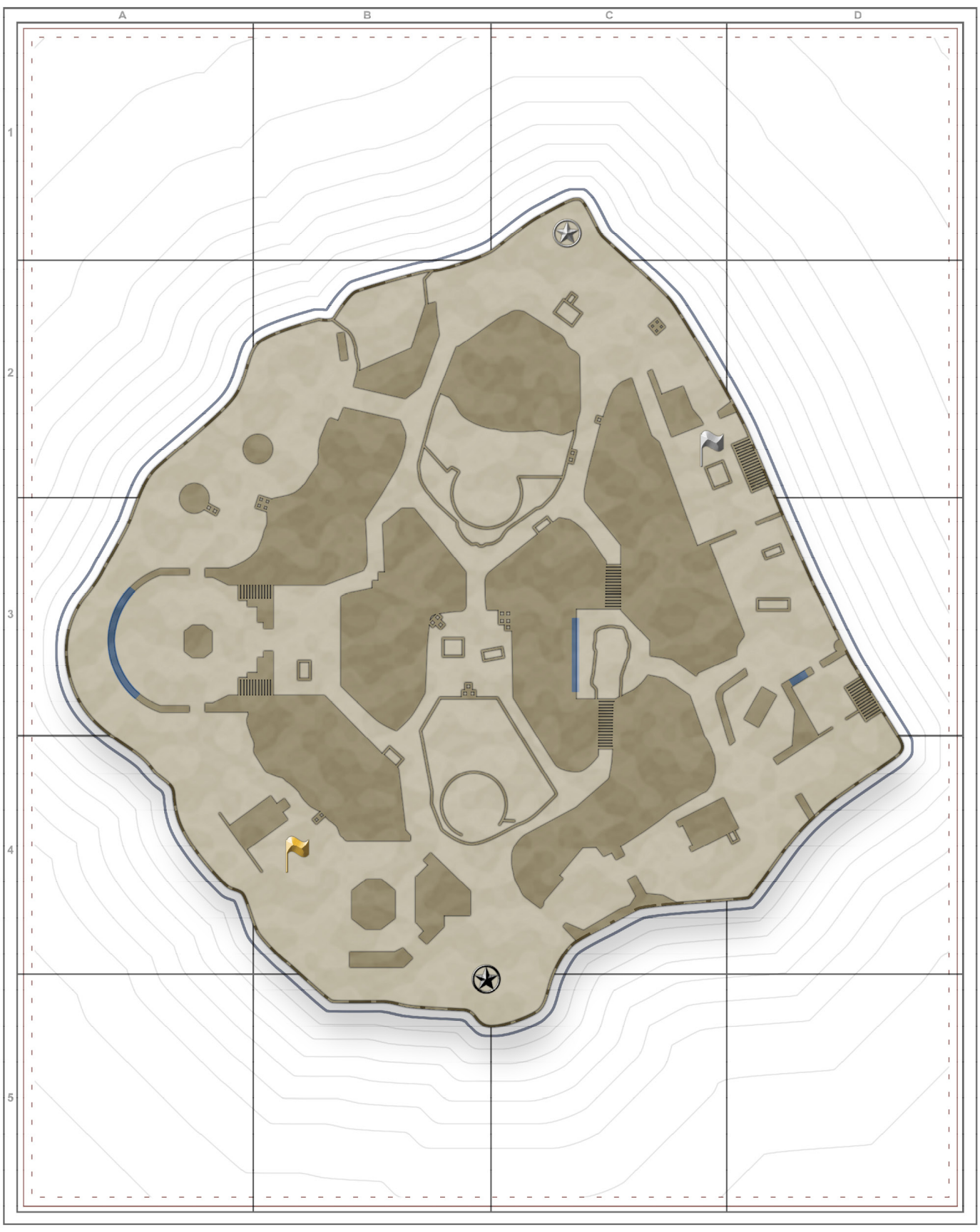
Pointe du Hoc

Capture the Flag Tactics



Legend

Spawn | S&D Plant | Bomb | Domination | CTF Flag | Gridiron Ball | Gridiron Goal | Hardpoint

Both flags are in very defensible positions. The Allied flag has upstairs vantage points that make it hard to reach the flag building. Once an attacker has the Allied flag, they'll have some open territory to run through before they can escape into the trenches. If you're on the Axis side, clear the entire flag area before running off with the flag to avoid getting shot before reaching the trenches. If you're an Ally and your flag gets swiped, you can expect the flag carrier to run toward the trenches from the open side of Barn. Going through the front door toward Farm House is an almost guaranteed death. The average player will almost certainly go the other way, which is the way you should go as well if you're a flag carrier.

Breaking line of sight is easiest once you reach the trenches, so always make that your escape route of choice. If you grab the Axis flag, avoid going through Gun Turrets. It's a very open area with a great view for snipers and little in the way of tactical cover. The same can be said of Tank Bunker, which offers line of sight until you round the corner at the top of the hill. Grab the flag and run it to West Trenches, either straight out of West Bunker or make your way around West Cliffside and enter the trenches that way.

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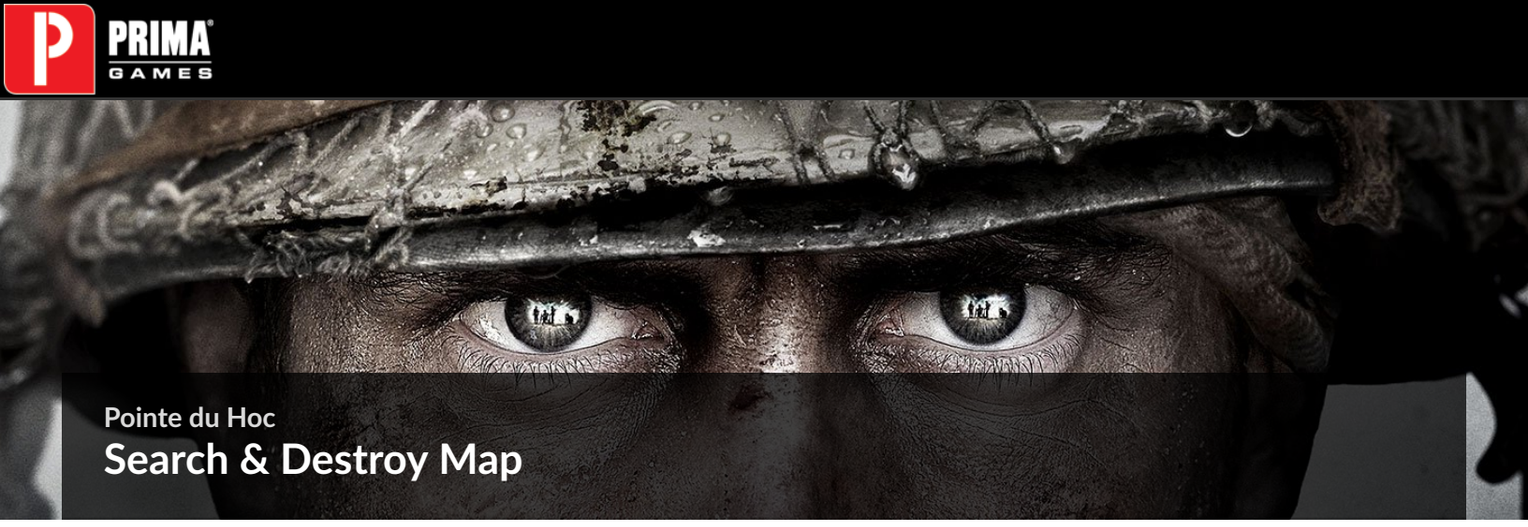
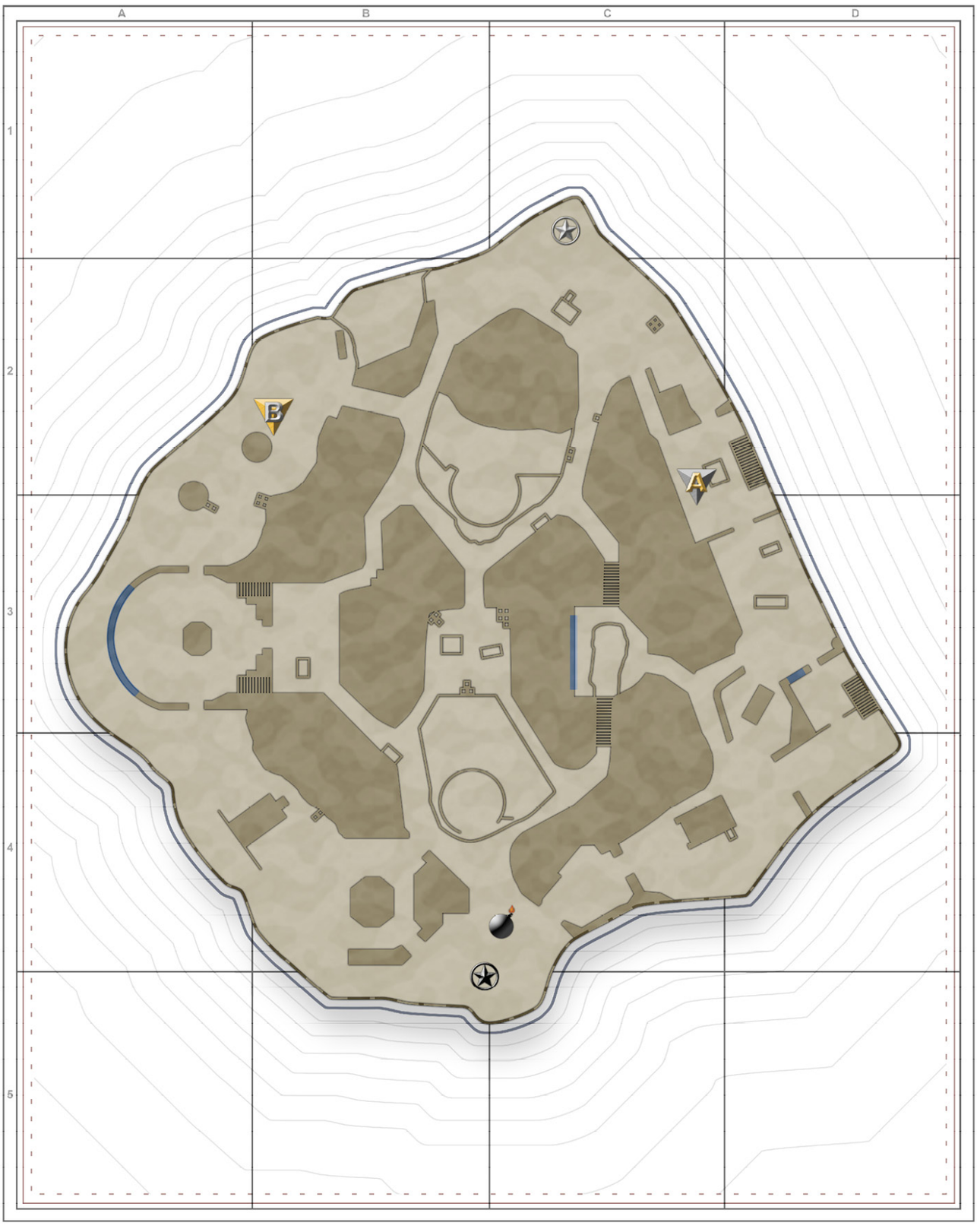


Pointe du Hoc

Search & Destroy Map



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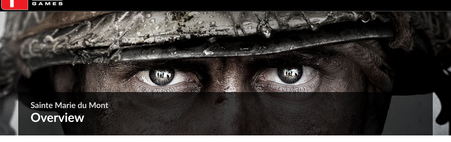
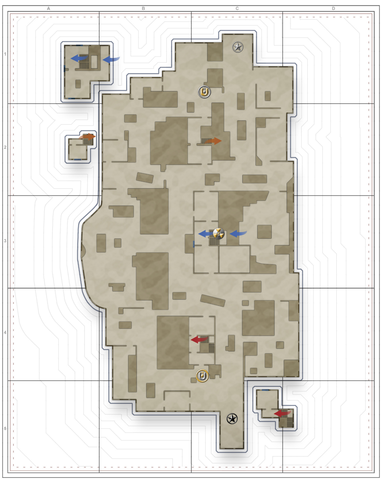


Sainte Marie du Mont

Overview



One of the few civilian areas in the game that hasn't been completely decimated, Sainte Marie du Mont has plenty to offer for every kind of player. You'll find long stretches of coverless road cutting through the center of the map, while the outer edges are packed with close quarters and plenty of cover. This is arguably the most diverse map in the game.

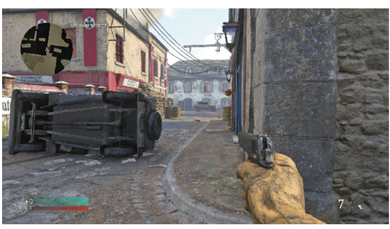
LONG-RANGE LOADOUT TACTICS

Restaurant second-story window.

Farm House second-story window.

This map has very favorable conditions for long-range play. The second floor windows of Restaurant and Farm House will give you a great view of the surrounding area and plenty of cover against all but the most expert of marksmen.

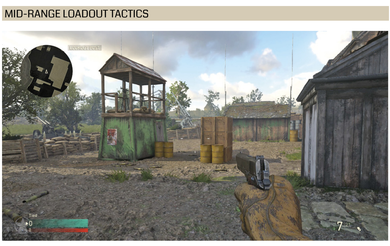
Convoy Street: south end of Main Street.



Archway Street: north end of Main Street.

Either end of Main Street will offer some great fighting locations. Stay out of buildings except to get to a second-story window and be very careful while moving through any side streets. The areas are much closer compared to the center streets, which will offer the upper hand to short and mid-ranged players.

MID-RANGE LOADOUT TACTICS

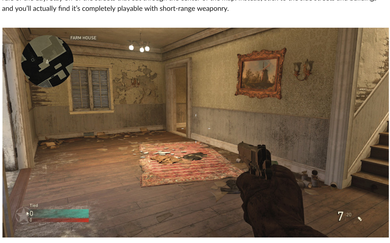


Lookout Post: west side of the map.

The long stretches of road can be dangerous even with a mid-range weapon, so steer clear of them whenever possible. Use the side streets to keep fights in your range and take care while going through buildings, as they are better suited for short-range play.

SHORT-RANGE LOADOUT TACTICS

There are plenty of areas on this map that are completely unsuited for short-range play, but those areas are by no means the rule of the day. Stay off of the streets that cut through the center of the map. Instead, stick to the side streets and buildings and you'll actually find it's completely playable with short-range weaponry.



Farm House: south end of the map.

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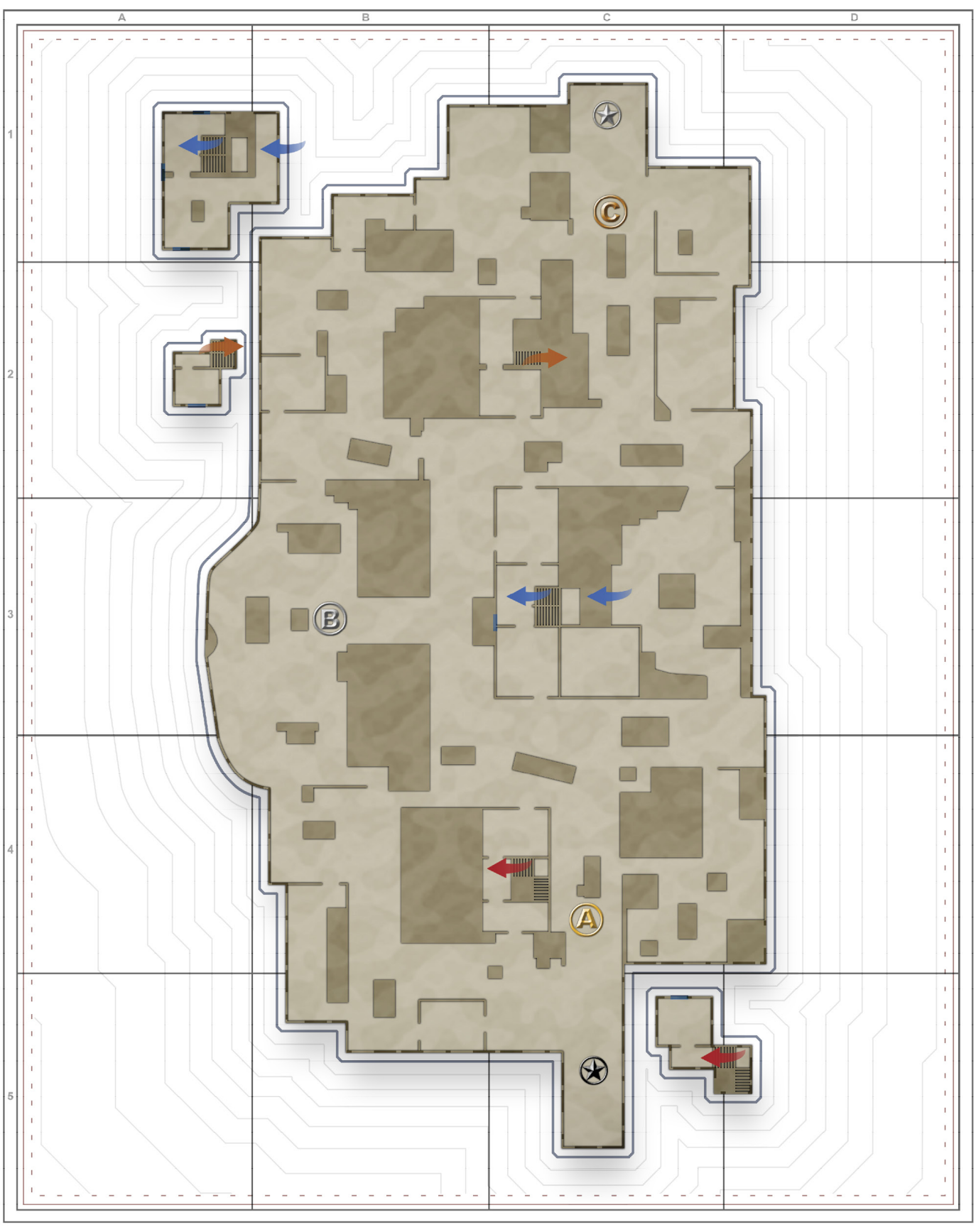
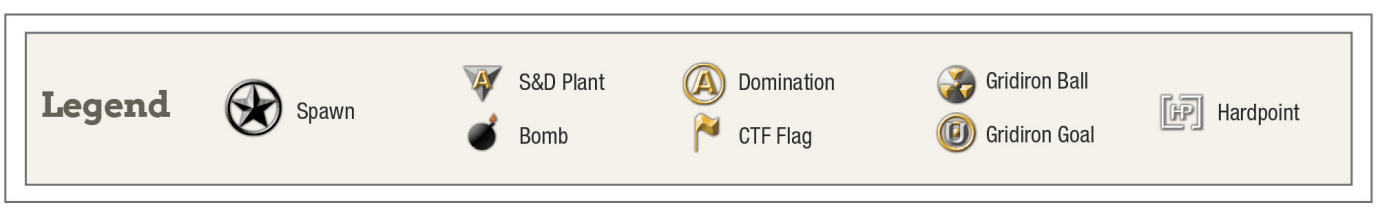
Sainte Marie du Mont

Domination Tactics





POINT A

The second floor of Post Office is a great spot to defend the point. Keep your eyes on the second floor of Farm House to avoid sneaky enemies.

It's hard to take this point directly from Farm Street. Farm Lot is pretty dangerous, unless you go through the first floor of Farm House. If you want a safer route, attack via Parking Lot. You can move through Radio Tower to Parking Lot with ease.

POINT B

Reaching this point isn't hard, but capturing it is quite a challenge. The only cover you can hide behind while capturing the point is the stack of boxes next to it. There's an open alley east of the point, which will make that little bit of cover useless if someone decides to look down it. Smoke grenades will help tremendously in forcing your enemies close to the point into circumstances that are more advantageous to your team.

POINT C

Approach this point from either Ammunition Depot or Winery Lot for the safest paths. The only real cover here is the truck directly in front of the point. Molotov Cocktails and Artillery Barrage Scorestreaks can help cut off enemy routes and give you a fighting chance to capture Point C. Use Molotovs to cut off one of the routes into Winery Street and use the Artillery Barrages to cut off the Ammunition Depot or Winery Lot.

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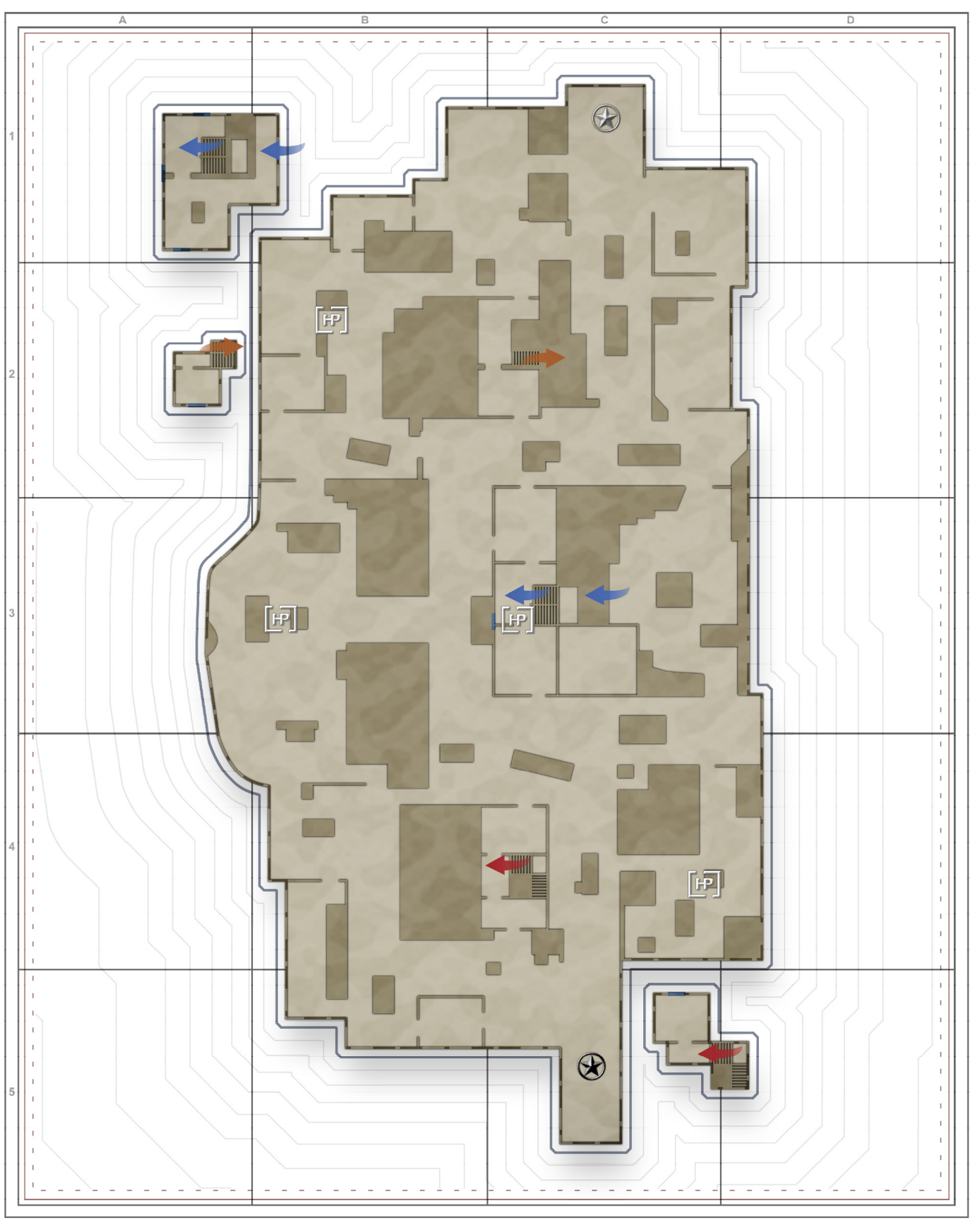
Hardpoint Tactics



POST OFFICE & RESTAURANT HARDPOINT

This Hardpoint stretches between Post Office and Restaurant. It's tough to defend because of the staircase and the doors on either side of the building. There's very little cover and there are a couple of good ways for attackers to access the second floor without getting near the front and back doors. Using S-Mine 44s on the staircase will help ward off flankers. Your best bet is to make sure you have a wall obscuring whatever door is behind you so you can focus on the door ahead. You'll still be wildly exposed to the front door, but you won't have to worry about getting shot from behind or being blown up by a grenade that was thrown behind you.

If you're on the attack, toss some grenades into the front and back doors of the point to force defenders back while you remain safe. A solid team push on either door (or both simultaneously) can easily dislodge defenders.

The upper floor makes for a great flanking position. To reach it, climb up the boxes on Main Street or onto the balcony in Radio Tower.

WINERY LOT HARDPOINT

Hiding in the corner up against Winery Shed is a good spot for cover. The southeastern side of the point next to the white fence (the one with the tire next to it) is a solid defensive spot, too. Barrels in the center are also decent cover, but they won't help you ward off enemy attackers since they obscure your view entirely.

PARKING LOT HARDPOINT

Holding this point is difficult because of the slew of openings on all sides. If you're on the attack, come from Farm Street, not Convoy Street. There's barely any cover on the Farm Street side, but Convoy Street has a nice, long passage with a fair bit of waist-high cover from which to defend.

The wall with the door between the two entries from Farm Street isn't bad cover either. If you have someone on the point, you can hide in the right corner of the sandbag-blocked passage to Farm Street. It isn't actually on the point, which is why this defensive position is only effective if you have teammates defending the point.

LOOKOUT POST HARDPOINT

Hiding behind the tower on the west side of Lookout Post is the safest spot from which to hold the Hardpoint, but you will have limited visibility and the risk of getting dusted by grenade spam. The yellow barrels on the front end of the tower also provide good cover, as long as you watch the alley leading from Main Street.

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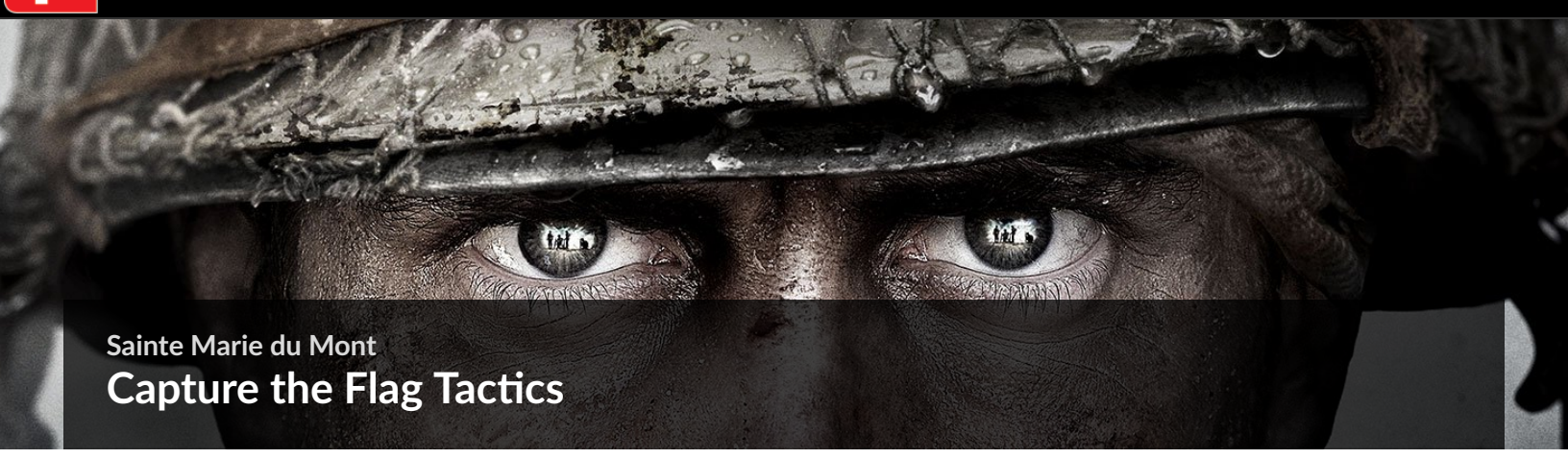

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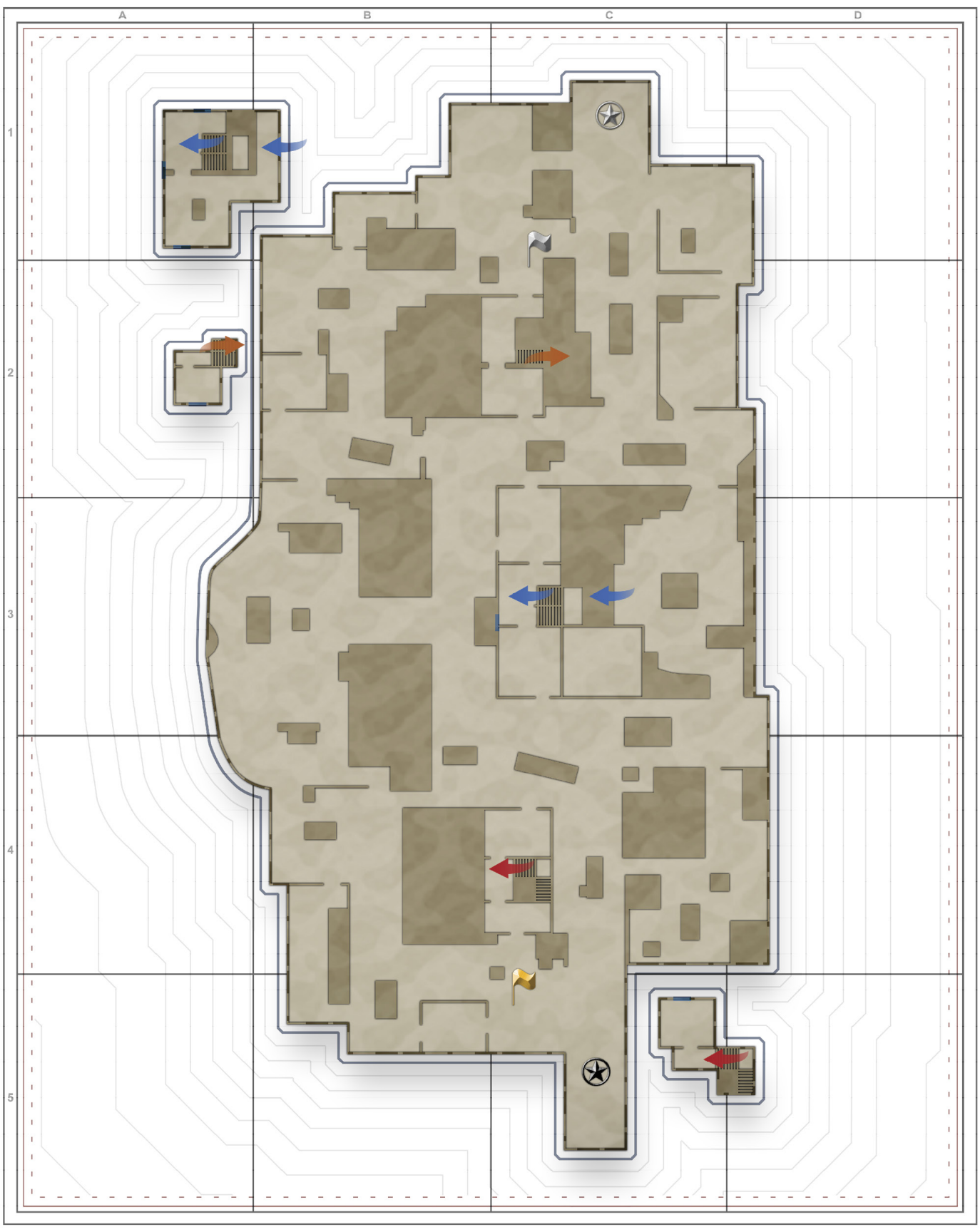
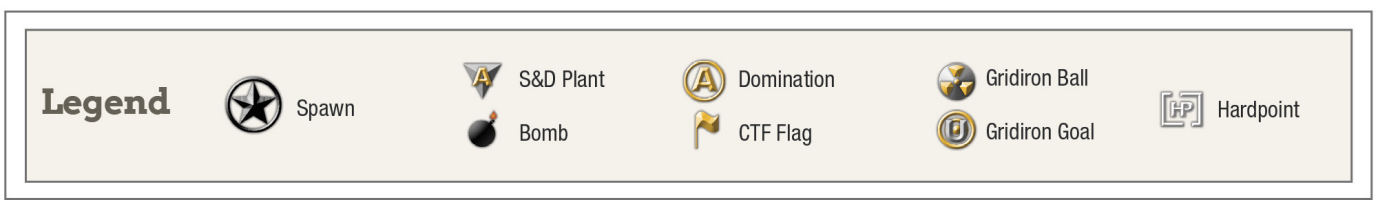
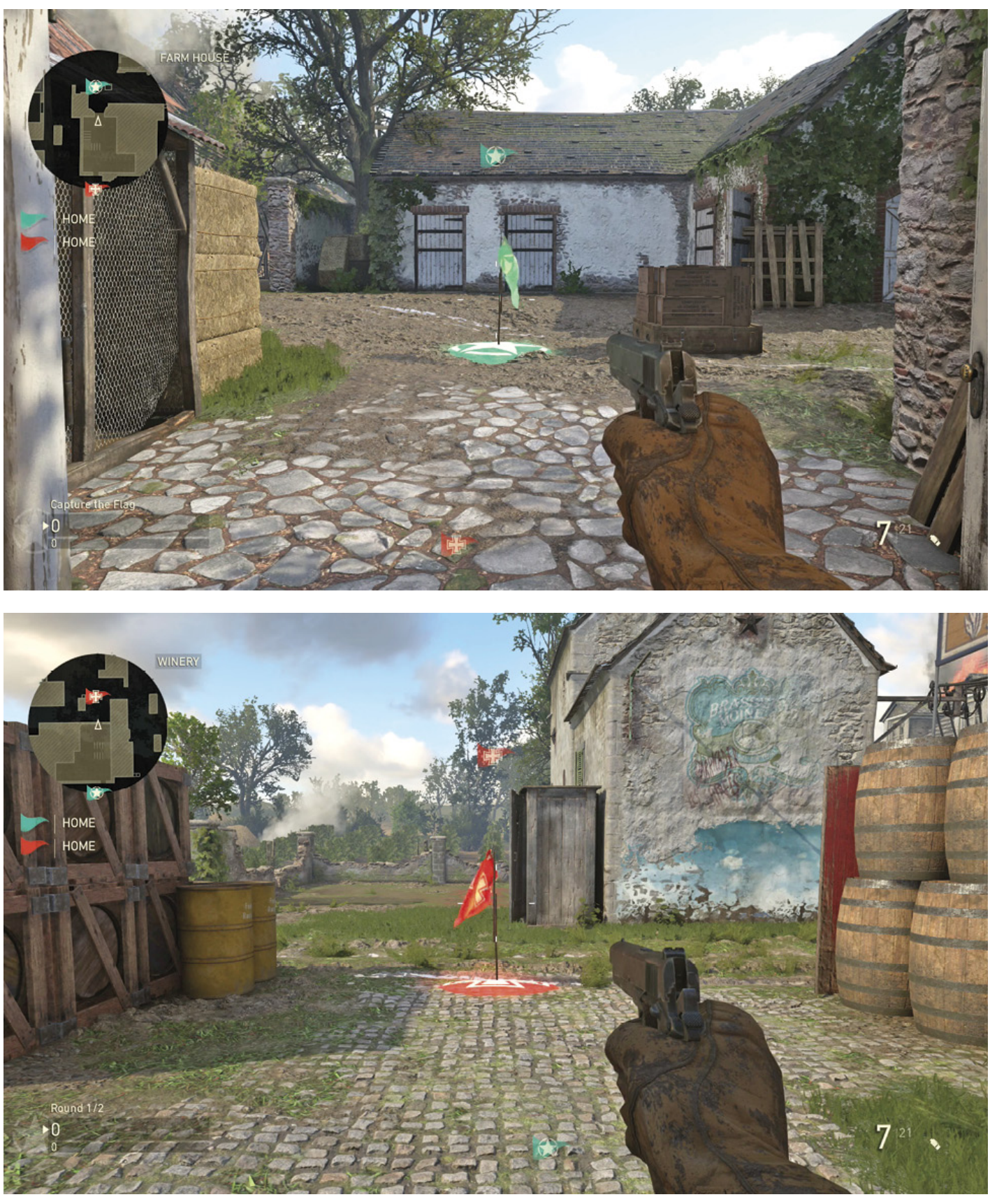
Capture the Flag Tactics







This is a tough CTF map for actually capturing flags. The long open spaces mean you're an easy target for a decent period of time during your run back to your base.

There aren't a lot of tricky paths you can take to quickly break line of sight and the ones that are there will dump you right onto one of the main streets. Your success on this map depends on how well you use your fundamentals and how well your team coordinates its attacks. Stay off the main roads while the flag is in your possession. Run through buildings and up the side lanes of the map. When you see an obstacle ahead, run around it and put it directly behind you to limit back attack opportunities. If your teammate has the flag, stay with them and watch their back and flank while they run the flag back to your base.

These are all very standard strategies that work for pretty much any Capture the Flag map, but the most effective strategies will be ones communicated between you and your teammates. If your team has a sniper who can hold down any of the main roads, you'll be able to make your way back to the base much faster. Teammates running interference will prevent you from getting flanked while taking the safer route. A good defense back at your own flag will prevent ambushes upon your arrival at your base. Talk to your teammates and make the big plays happen to win this game mode on this map.

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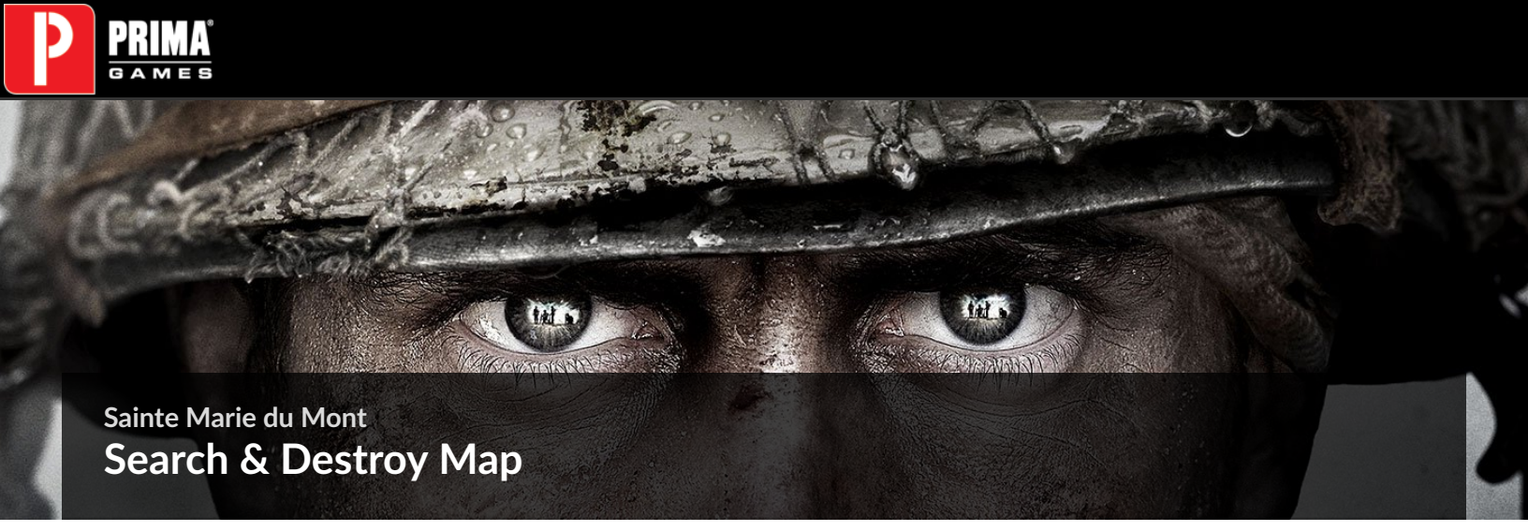

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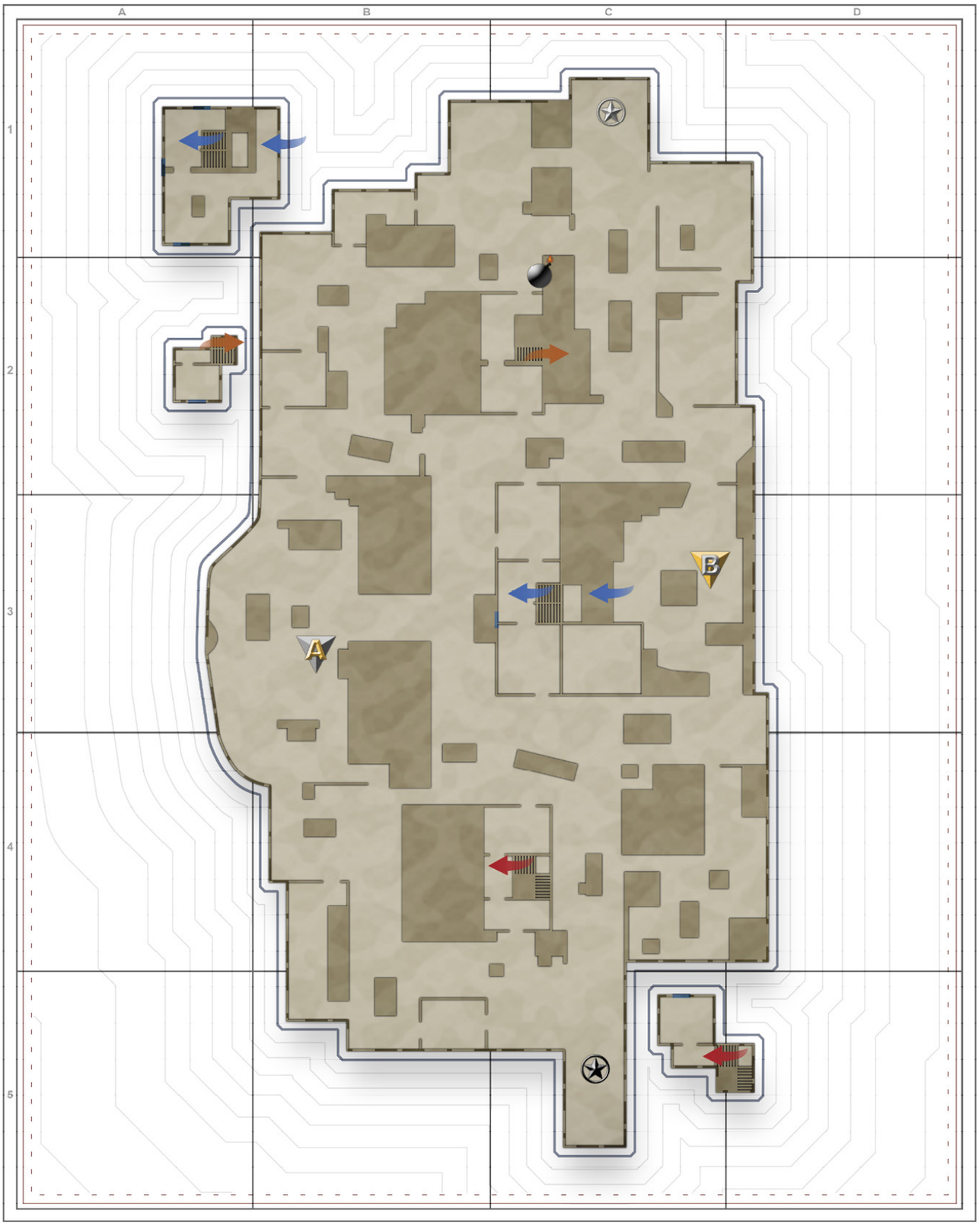
Search & Destroy Map



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Multiplayer Introduction

Overview

Call of Duty has been fighting its last few wars in the modern era and beyond, but here in 1945, it's back to basics. Personal drones and transforming weaponry have been replaced with entrenching tools and handheld radios.

In *Call of Duty: WWII*, each soldier on the battlefield has access to an assortment of specialized abilities, represented by the Division and Basic Training systems. With a broad arsenal of customizable weapons, each with its own array of attachable modifications, no two troops in the field will be alike.

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Multiplayer Introduction

Movement

There's a big difference between the single-player campaign and multiplayer *Call of Duty: WWII* and, as always, most of it comes down to movement. Against AI-controlled bots, you can afford to use standard infantry tactics, which means you can spend time standing still or using hard cover.

Human players, on the other hand, are much less predictable. If you spend any time standing still against a human opponent, you'll likely end up dead. The difference between the two game variations largely comes down to movement, so it's worth discussing the basics.

CROUCHING

This presents an enemy with a smaller target zone and stabilizes your aim. During close-quarters combat, this doesn't matter as much so you're likely better off staying on your feet. At long range, however, crouching can make the difference between life and death. Also, the Inconspicuous Basic Training lets you move faster while crouched. Also, the Inconspicuous Basic Training lets you move faster while crouched.

Crouching also makes your character's steps a little quieter. Sometimes, all that keeps you alive depends on who sees who first, so keeping a low profile can be a big help. Watch your corners and don't make any unnecessary noise.

GOING PRONE

Hold the crouch button to make your character lie on his or her stomach. If you do this while you're sprinting, your character throws him/herself at the ground in a dive, which can be useful if you're suddenly under attack from an unexpected direction.

Note, however, that being in the prone position dramatically limits your mobility. On the plus side, though, it makes you very difficult to hit from a distance and, as with crouching, stabilizes your aim. If you're exchanging fire with a target from across the map, it's worth the extra half-second to go prone, especially if you're using a rifle. At medium range, though, being prone just makes you a bigger target.

SPRINTING

As always, standard *Call of Duty* sprinting rules apply. You move faster and louder while sprinting and can only keep up the sprint for a short period of time. Members of the Airborne Division can sprint for longer distances without having to rest.

Generally, you can't do much else while sprinting, but some types of Basic Training will allow you to break that rule. Take **Gunslinger** if you'd like to fire while sprinting, or **Hustle** to reload while sprinting. You can also select **Energetic** for a shorter cooldown between periods of sprinting, as well as immunity to falling damage.

VAULTING AND CLIMBING

Hold the Jump button when approaching an object that can be climbed or vaulted to make your character automatically jump. You also receive an on-screen prompt whenever you're located next to an object that can be mantled. Before long, vaulting and climbing will become second nature.

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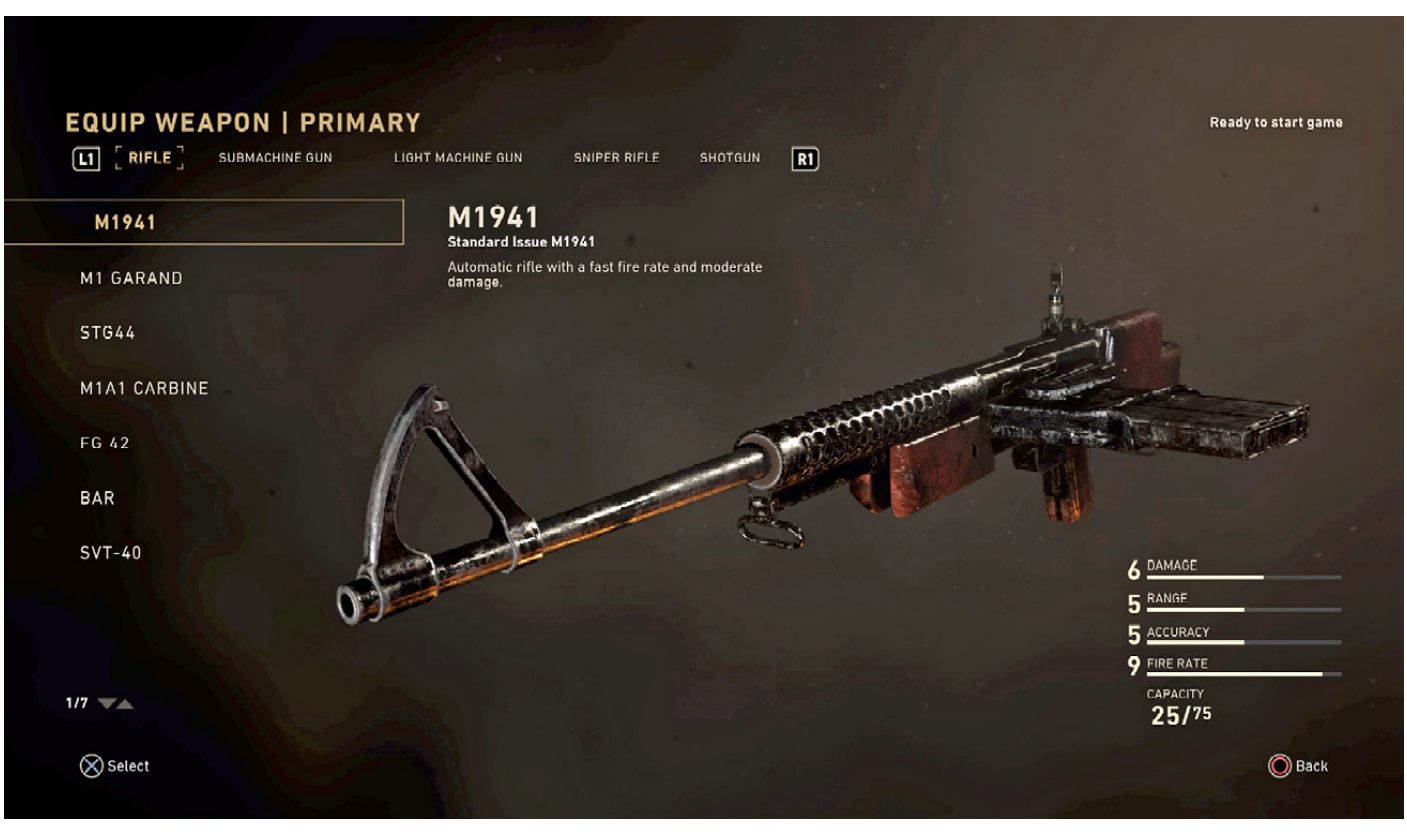
Multiplayer Introduction

Making a Class

As the start of your WWII career, you choose one of five Divisions. You begin with one class slot to customize and earn four extra slots early in your career (at Ranks 2, 4, 6 & 8). The standard Default loadouts from past Call of Duty's are now tailored around each Division's strengths. Each class features your choice of primary weapon, secondary weapon, Tactical or Lethal grenade, division, and basic training. Primary weapons have two Attachment slots by default, allowing even further customization. If you like, you can deck all your weapons out in the paint job of your choice!

WEAPON SELECTION



You can opt to bring a single shotgun, rifle (which, as a category, encompasses Semi-Automatic weapons like the M1 Garand as well as Automatic like a machine gun), sniper rifle, or submachine gun into the fray as your primary weapon.

With secondary weapons, your choices are simpler. You have the choice of a pistol (the M1911, P-08) or a machine pistol — or your trusty shovel. It's also possible to specialize in shovel-based mayhem by selecting the **Serrated Basic**.

After killing an enemy in the field, you can only swap weapons with the weapon the enemy was carrying when he died. Doing so does not replace a weapon in your loadout and, if you die, you respawn with your original weapon selection.

ATTACHMENT SELECTION

Every primary weapon (except the shovel) has a full list of potential attachments that you can — and should — install before heading into battle. You can install them from the same window used to select your weapons, in the small joined panes next to the weapon's window.

It doesn't cost anything to install an attachment once it's unlocked, so there's no reason not to use every one available. Note that when an attachment or weapon causes "extra damage against streaks" (such as Full Metal Jacket rounds), that means you inflict damage against scorestreak-related equipment and objects such as recon planes.

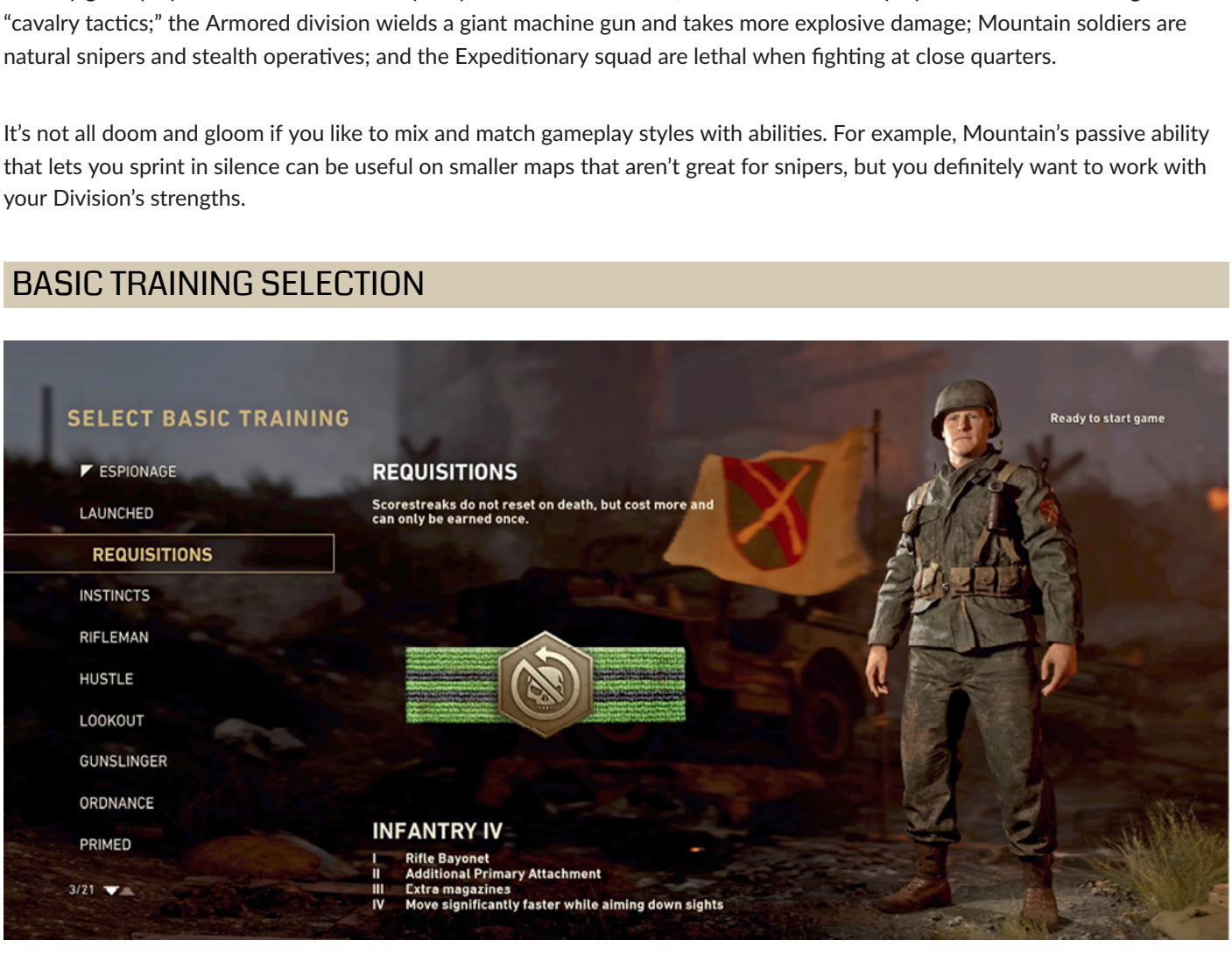
DIVISION SELECTION

Your soldier can opt to join one of five divisions, each of which confers four passive bonuses, in addition to access to one special weapon and basic training that you receive when you Prestige your division.

As a general rule, each division's passive skills "nudge" them in the direction of a particular gameplay style and weapon choice. Infantry gives players access to better weaponry and additional ammo; Airborne is ideal for players who like run-and-gun and "cavalry tactics;" the Armored division wields a giant machine gun and takes more explosive damage; Mountain soldiers are natural snipers and stealth operatives; and the Expeditionary squad are lethal when fighting at close quarters.

It's not all doom and gloom if you like to mix and match gameplay styles with abilities. For example, Mountain's passive ability that lets you sprint in silence can be useful on smaller maps that aren't great for snipers, but you definitely want to work with your Division's strengths.

BASIC TRAINING SELECTION



To further your combat potential, you can choose one of 21 types of Basic Training (five of which are unlocked via division Prestige), each of which conveys a passive benefit and/or a new type of equipment.

In the event that your Basic Training replicates a passive skill from your choice of Division, it's indicated in the menu instead of the Basic Training's effect. You can take it anyway, of course, but there's no reason to do so; doubling up on similar buffs doesn't "stack." The Division's version of the skill is always slightly better than the Basic Training's.

EQUIPMENT SELECTION

Lastly, you can pick a type of thrown equipment. By default, you spawn with one throwing item, although there are a number of abilities you can pick to expand your maximum or the number of items you can carry.

Try to customize your equipment for the map and the mode you're playing. Team Deathmatch isn't the best place for non-lethal "grenades," for example, and if you're playing against a bunch of bots, they tend to ignore smoke.

On the other hand, when you know a bunch of enemies are going to congregate in a single location, such as in Hardpoint or Domination, you can bring frag grenades to flush them out, or satchel charges and mines to defend your flanks from the enemy.

UNLOCK TOKEN

You'll get an Unlock Token each time your rank goes up. These tokens are non-refundable, so you can only use them one time to unlock a weapon, Division, attachment or Lethal/Tactical Equipment. Make sure to consider your options before throwing an Unlock Token into an item.

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Multiplayer Introduction

Scorestreaks

Sometimes, you need an edge. Scorestreaks reward your performance by allowing you to call in support from outside the battlefield, whether it's equipment, cover fire, AI backup, or a bombing run.

You can set any three Scorestreaks before entering a match, which automatically arrange themselves in ascending order of their cost. Your progress towards your Scorestreaks is reset to zero if you die. You can hedge that bet with certain types of Basic Training but, in general, the system rewards conservative and skillful play.

It's important to note here, especially for newcomers, that the points you earn towards a Scorestreak are not consumed when the Scorestreak is used. You aren't paying for the Scorestreak out of a pool of accumulated points; instead, you're just unlocking it. If you use a cheap Scorestreak early on, you aren't harming your progress towards the more expensive ones.

Most of the Scorestreaks are not intended to be equally useful in all situations. *Call of Duty's* maps and modes are designed to encourage players to be flexible and adjust their loadouts as required for their current game. You should tailor your approach accordingly, switching out your Scorestreaks as required for your skill level, character build, and current game type. If you know you're going to spend a lot of time in close-quarters combat, for example, that's when you want to pick a Flamethrower.

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Multiplayer Introduction

Combat

Up until now, we've been talking about preparation and planning. Now it's time to discuss performance: the action you'll see in the European theater and beyond!

AIMING

In *Call of Duty: WWII*, your weapons are period-accurate representations of the firearms and equipment available to soldiers in World War II. You get to fire classics like the M1 Garand and M1928 submachine gun.

That also means you must manage those weapons' drawbacks. Without appropriate specialization, many of the firearms in the game are surprisingly inaccurate when fired from the hip. In close-quarters combat, that isn't as important. At medium to long range, however, you should get into the habit of stabilizing your weapon. By crouching or going prone, as well as using your gun's iron sights, you can control your weapon and vastly improve its accuracy.

As a rule of thumb, fully automatic weapons (like SMGs) are most useful when fired in short bursts. *Call of Duty: WWII* accurately represents real-world physics such as muzzle climb, which means the longer you hold down the trigger, the higher the barrel of your weapon will go. It's surprisingly easy to burn off an entire clip in close quarters without actually hitting anything.

SPECIALIZATION

Although touched upon previously, it's important to note again: the game's systems are not designed to let you find a preferred approach and stick to it. The game encourages you to change up your arsenal, abilities, attachments, and equipment based upon the map, mode, and your team's goals. Not every map lends itself to every possible approach, so you are expected to match the game's flexibility with flexibility of your own. It's part of why you're given five create-a-soldier slots.

For example, the Gustav Cannon map presents a sniper with a wealth of opportunities as long as he or she can take and hold the high ground. The middle of the map is a huge, open area, which makes it difficult for short-ranged builds to get anything done. Try to charge a guy and he will pick you off from twenty yards.

Conversely, the Carentan map has precious few places where a sniper can hide and hold useful vantage points. It also features a wealth of blind corners and low fences, which makes a fast-moving, short-range specialist truly lethal.

You can split the difference here and go with an all-around contender build (Airborne or Infantry with Forage and a decent SMG or rifle, for example), but you tend to perform better in *Call of Duty: WWII* if you specialize for a particular situation.

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Firing Range

Overview

This chapter contains the information you need to create a class worthy of battle. You'll find listings and explanations for Basic Training, Primary and Secondary weapons including attachments, and Scorestreak descriptions.

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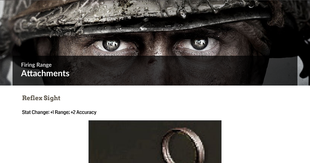


Reflex Sight

Stat Change: +1 Range; +2 Accuracy

A simple sight that allows for better aiming and accuracy compared to the stock iron sights found on most weapons.

High Caliber

Stat Change: +3 Damage

Increases headshot damage, a bonus that most players will find particularly useful. If you're not confident with your ability to get headshots, you're better off with a different attachment altogether.

Steady Aim

Stat Change: +3 Accuracy

Steady Aim provides increased accuracy when firing from the hip (firing without aiming down the sights). It's especially useful when used in conjunction with shotguns and SMGs.

Full Metal Jacket

Stat Change: +3 Damage

Increases piercing damage through surfaces, making it easier to kill enemy troops hiding behind cover. As an added bonus, it also deals extra damage against vehicular Scorestreaks, like Recon Aircrafts.

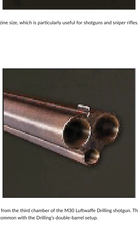
4x Optic

Stat Change: +1 Range; +1 Accuracy

This is a scope with a 4x enhanced zoom. This attachment is meant to allow for longer range potential on mid-range weapons.

Rapid Fire

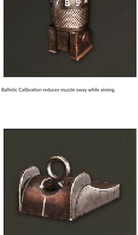
Stat Change: +3 Fire Rate



Rapid Fire increases the weapon fire rate for any weapon to which it's attached. Semi-automatic weapons don't benefit from this attachment as much as automatic weapons; this attachment is particularly beneficial for LMGs and SMGs.

Quickdraw

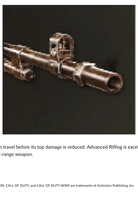
Stat Change: N/A



Allows for a quicker transition between aiming down the sights and firing from the hip. Quickdraw is an excellent choice for rifles and SMGs.

Grip

Stat Change: +3 Accuracy



Reduces weapon recoil while aiming down the sight.

Extended Mag

Stat Change: +50% Ammo Capacity

Increases your weapon's magazine size, which is particularly useful for shotguns and sniper rifles. It is also useful for weapons with a high rate of fire.

Rifle Bullet

Stat Change: N/A

Enables Rifle Bullet to be used from the third chamber of the M30 Luftwaffe Drilling shotgun. This is perfect for reloading emergencies, which are quite common with the Drilling's double-barrel setup.

Ballistic Calibration

Stat Change: +3 Accuracy

Only for use with sniper rifles, Ballistic Calibration reduces muzzle sway while aiming.

Iron Sight

Stat Change: N/A

The Iron Sight is only an option for the Karl98k standard-issued rifle with no scope. You can't hold your breath while using this scope, so expect to use the Karl98k like a standard rifle instead of a traditional sniper rifle.

Advanced Rifling

Stat Change: +3 Range

Increases the range a bullet can travel before its top damage is reduced. Advanced Rifling is excellent for getting more distance out of a decidedly mid or short-range weapon.

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Firing Range

Secondary Weapons

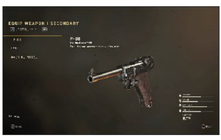
When your primary weapon runs out of ammo, these are the weapons you're most likely to jump to. It should be noted, however, that there are also launchers and melee weapons that add a lot more diversity to your loadout other than just being a primary replacement.

PISTOL

The Pistol is a Basic firearm that is truly beneficial only when your primary weapon runs out of ammo.

P-08

Acquired: Unlocked from the start.

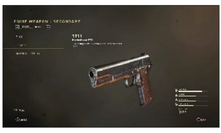


STATS	
NAME	**STAT AMOUNT**
Damage	6
Range	5
Accuracy	8
Fire Rate	6
Capacity	8/24

It's not the strongest sidearm in the bunch, but if you're looking for a pistol that is almost guaranteed to land its shots, this one will serve you well.

1911

Acquired: Unlocks at Technical Sergeant (Rank 23).

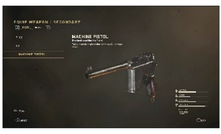


STATS	
NAME	**STAT AMOUNT**
Damage	8
Range	6
Accuracy	6
Fire Rate	5
Capacity	7/21

Powerful, reliable and accurate, the 1911 pistol is a soldier's best friend when you're boxed in and running out of ammo. Aim well and you'll live to fight another day. Miss and you're just another dog tag.

Machine Pistol

Acquired: Unlocked at Master Sergeant II (Level 33).



STATS	
NAME	**STAT AMOUNT**
Damage	6
Range	4
Accuracy	6
Fire Rate	9
Capacity	10/30

The Machine Pistol has low carrying capacity, but an incredibly high rate of fire. Don't expect to go on a killing spree with it; however, it will save your skin in a pinch.

LAUNCHERS

Anti-vehicle and anti-personnel rocket-propelled explosive devices comprise this category. If you like weapons with a bit more spectacle, you've come to the right place!

M1 Bazooka

Acquired: Unlocked at the start.

STATS	
NAME	**STAT AMOUNT**
Damage	8
Range	8
Accuracy	8
Fire Rate	1
Capacity	1/1

The M1 Bazooka is probably used more for the purpose of bringing down enemy Scorestreak aircrafts than for taking out enemies on the ground. However, it works just as well to that end.

Panzerschreck

Acquired: Unlocked at Rank 18.

STATS	
NAME	**STAT AMOUNT**
Damage	10
Range	7
Accuracy	7
Fire Rate	1
Capacity	1/1

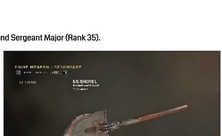
Designed as an anti-personnel rocket launcher, the Panzerschreck is a powerhouse that can easily turn enemies into puddles of blood even with the most inaccurate of shots. Just don't liquefy yourself in the process!

MELEE

Melee weapons have all the power of a rifle bayonet, but without the need to be part of the Infantry Division.

US Shovel

Acquired: Unlocked at Command Sergeant Major (Rank 35).



You can take this one-hit kill melee weapon into battle as a replacement for a firearm, but the Shovel is better used when paired with the Serrated Basic Training. With it equipped, the Shovel becomes a primary weapon that you can quickly swing, meaning it's even more lethal than before. If you like the idea of using a primarily melee-based class, then this weapon is for you.

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Firing Range

Lethal Equipment

A wide selection of deadly, explosive, and throwable implements of war comprises this category. The Expeditionary Division is proficient with equipment, so keep that in mind.

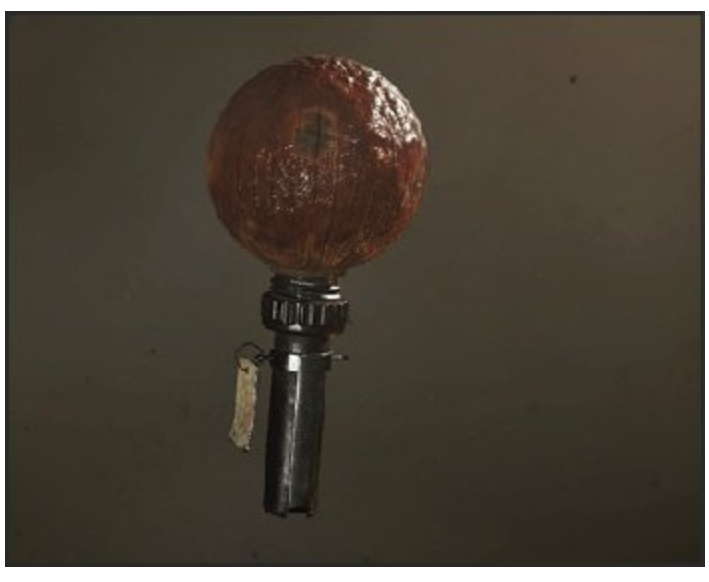
Mk 2 Fragmentation

Acquired: Unlocked from the start.Description: 6-meter blast radius; long throwing distance.

Your standard “pull, throw, duck” explosive device. You can hold the Mk2 after pulling the pin to “cook” it, thereby decreasing the amount of time it takes to detonate after throwing it. Just don’t cook it too long, or risk blowing yourself up in the process. Use this weapon to clear rooms and groups of enemies, especially in the objective-based game modes like Hardpoint.

N° 74 ST

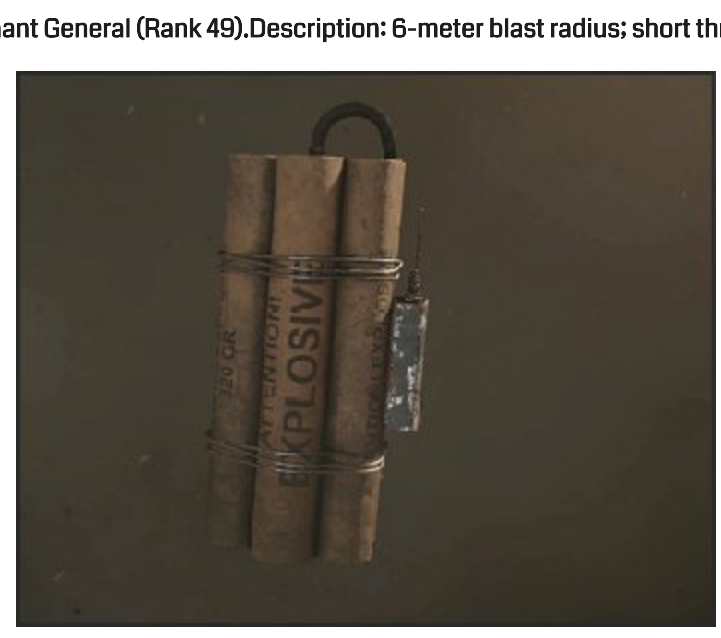
Acquired: Unlocked at Technician Fifth Grade I (Rank 9).Description: 5-meter blast radius; 2-second fuse.



A sticky grenade that, once stuck to something (either an object or man), cannot be removed. If some poor soul is unfortunate enough to be on the receiving end of this sticky grenade, they’ll have about two seconds to make their peace before getting blasted to pieces.

Satchel Charge

Acquired: Unlocked at Lieutenant General (Rank 49).Description: 6-meter blast radius; short throwing distance.



A remote-detonated explosive device, the Satchel Charge is perfect for holding choke points or protecting objectives. Place it in an area with high enemy traffic, or right next to a point, Bombsite or flag, then hit the trigger when you see an enemy within range.

S-Mine 44

Acquired: Unlocked at Technician Third Grade II (Rank 22).Description: 4-meter blast radius; maximum of two deployed at a time.

The S-Mine 44, or the Bouncing Betty, the perfect device for long-range players or those looking to raise some hell on the battlefield. While sniping, place one of these in a nearby path and you’ll have peace of mind knowing that you’ll hear enemies coming.

Throwing Knife

Acquired: Unlocked at 2nd Lieutenant I (Rank 37).Description: 40-meter throw distance; can pick them up to use again.

Throwing Knives function like a ranged bayonet attack. Hit an enemy with a knife and they’re DOA — no questions asked. It takes practice to master throwing knives, but with repeated use you’ll gain the ability to silently take down enemies from up to 40 meters away!

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Firing Range

Tactical Equipment

True to the name, Tactical Equipment is more about causing confusion in enemy ranks and limiting their visibility.

British N° 69

Acquired: Unlocked from the start.Description: 10-meter blast radius.

A stun grenade that dazes enemies for 2 to 4 seconds depending on how close they are to it when it detonates. It's an excellent gap closer for close-range situations and works just as well for close-quarters areas being held down by the enemy.

Smoke Grenade

Acquired: Unlocked at Private First Class I (Level 5).Description: 8-meter radius; lasts for 12 seconds.

The M18 creates a cloud of smoke that obscures the enemy line of sight. Throw it onto an objective, in front of a fortified position, or into an enemy defensive point to distract and confuse enemy players.

MK. V Gas Grenade

Acquired: Unlocked at First Sergeant II (Rank 29).Description: 4-meter radius; lasts for 5 seconds.

This grenade creates a cloud of gas that distorts and damages enemy players who get too close to it. It's particularly useful during close-quarters combat against enemies who are holding down a tactical location.

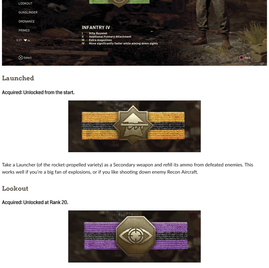
Signal Flare

Acquired: Unlocked at Lieutenant Colonel (Rank 49).Description: 6-meter radius; lasts for 5 seconds.

Creates a blinding light that gets more obstructive as you approach it. Get too close and you'll take damage, which adds an extra layer to the confusion it can cause when thrown into a crowded area.

Basic Training

Basic Trainings are extras a player selects to gain specific advantages in combat. You can only equip one per class, but most provide benefits that can offset weaker points of certain weapon classes, or help you acquire Scorestreaks more frequently. Picking the proper Basic Training is wholly dependent on your overall loadout, so craft your class before thinking about this step.



Launched

Acquired: Unlocked from the start.

Take a Launcher (of the rocket-propelled variety) as a Secondary weapon and refill its ammo from defeated enemies. This works well if you're a big fan of explosions, or if you like shooting down enemy Recon Aircraft.

Lookout

Acquired: Unlocked at Rank 20.

When using Lookout, enemies are identified at greater distances than normal and the range of the mini-map is slightly increased. It is particularly beneficial for those wanting as much information about the battlefield as possible and for those looking to play at long range.

Forage

Acquired: Unlocked at Rank 47.

When an enemy player is killed, he leaves behind small bags that can be used to refill a bit of ammo once. In addition, you'll swap and pick up weapons faster with this Basic Training equipped. It's not particularly effective for long-range loadouts, but it's especially effective when using SMGs and shotguns.

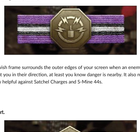
Hustle

Acquired: Unlocked at Rank 55.

With Hustle, the player reloads faster while sprinting..

Rifleman

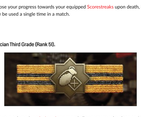
Acquired: Unlocked at Rank 12.



Enables you to take two primary weapons into battle and swap between them faster than normal.

Duelist

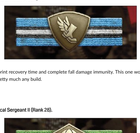
Acquired: Unlocked at Technician Fifth Grade (Rank 43).



Take Akimbo pistols as a secondary weapon. Extra pistol ammunition.

Gunslinger

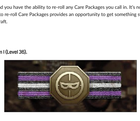
Acquired: Unlocked at Corporal (Rank 24).



Gunslinger allows you to fire your weapons while sprinting and diving, which is an advantage for SMG and shotgun builds.

Espionage

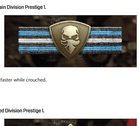
Acquired: Unlocked at the start.



When you cause damage to enemies, they'll appear on the mini-map for a short period of time. If one of your teammates kills that enemy, you'll gain points for an Espionage assist. That's not all! This Basic Training also reveals enemy Scorestreak info on the minimap.

Instincts

Acquired: Unlocked at Master Sergeant (Rank 3).



When using Instincts, a yellowish frame surrounds the outer edges of your screen when an enemy is targeting you from out of view. Although it doesn't point you in their direction, at least you know danger is nearby. It also reveals enemy explosive equipment, which is especially helpful against Satchel Charges and S-Mine 44s.

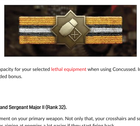
Requisitions

Acquired: Unlocked at the start.

With Requisitions, you don't lose your progress towards your equipped Scorestreaks upon death, but they cost significantly more to use and they can only be used a single time in a match.

Bang

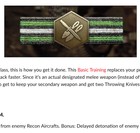
Acquired: Unlocked at Technician Third Grade (Rank 10).



Bang grants more capacity for your selected tactical equipment and allows you to take along an Mk 2 Fragmentation grenade.

Energetic

Acquired: Unlocked at Airborne Division Prestige I.



Energetic consists of faster sprint recovery time and complete fall damage immunity. This one works quite well for close-up loadouts, but is useable for pretty much any build.

Ordnance

Acquired: Unlocked at Technical Sergeant II (Rank 28).

Your Scorestreaks cost less and you have the ability to re-roll any Care Packages you call in. It's not a must-have Basic Training by any means, but the ability to re-roll Care Packages provides an opportunity to get something sweet when you roll a small Scorestreak, like a Recon Aircraft.

Undercover

Acquired: Unlocked at Captain I (Level 30).

While using this Basic Training, no opponent skulls are shown when you kill an enemy's teammate. Basically, they see nothing, effectively eliminating any trace of your dirty deeds. This is particularly useful when using an SMG with a Suppressor; your shots don't appear on the mini-map. So, no skulls means unless an enemy Recon Aircraft is in the sky, you remain invisible until someone actually lays eyes on you. Lastly, enemy reticles don't change when they are pointed at you.

Inconspicuous

Acquired: Unlocked at Mountain Division Prestige I.

Quieter movement and move faster while crouched.

Hunker

Acquired: Unlocked at Armored Division Prestige I.

Hunker increases the distance you can see the grenade indicator on-screen, plus you incur less explosive damage. When you pick up and throw back an Mk 2 Fragmentation grenade, the fuse is reset — which results in no in-hand explosions from enemy grenades.

Scoped

Acquired: Unlocked at Infantry Division Prestige I.

Move faster while aiming down your sights and experience less gun sway while standing still. Scoped is ideal for rifles and sniper rifles.

Concussed

Acquired: Unlocked at Expeditionary Division Prestige I.

You gain increased carrying capacity for your selected lethal equipment when using Concussed. In addition, you get to carry a Concussion Grenade as an added bonus.

Primed

Acquired: Unlocked at Command Sergeant Major II (Rank 32).

You can equip an extra attachment on your primary weapon. Not only that, your crosshairs and screen won't jitter as much when you're shot, which makes aiming at enemies a lot easier if they start firing back.

Serrated

Acquired: Unlocked at IST Lieutenant I (Rank 39).

If you want to make a melee class, this is how you get it done. This Basic Training replaces your primary weapon with a melee weapon that allows you to attack faster. Since it's an actual designated melee weapon (instead of a gun butt), you can kill enemies with one hit! You also get to keep your secondary weapon and get two Throwing Knives as your lethal equipment.

Flanker

Acquired: Unlocked at Rank 54.

While moving quickly, hidden from enemy Recon Aircrafts. Bonus: Delayed detonation of enemy mines.

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Firing Range

Scorestreaks

You accrue points by getting kills and assists and completing objectives. These points, which are added to your Scorestreaks, allow you to call in assistance from outside the battlefield based on the specific Scorestreaks you selected in the Class Creation screen once a certain point "cost" is reached. If you die before reaching the point cost for a specific Scorestreak, you lose all the points that were accrued toward that streak (they won't leave the scoreboard, just your progress toward your Scorestreaks). Therefore, playing carefully can be a real boon when you're nearing some of the more costly streaks. The Requisitions Basic Training prevents the loss of Scorestreak progress, but with increased Scorestreak costs and the inability to use a Scorestreak more than once a match.

When selecting a Scorestreak, it's important to consider the game mode you're playing. While Scorestreaks like Recon Aircraft are useful in most all circumstances, there are some Scorestreaks—including Recon Aircraft—that become even more useful depending on the game mode. While a heavy-hitter Scorestreak like Fire Bombing Run is killer in kill-based game modes like Team Deathmatch, it's even more brutal if you use it to cut off routes or prevent enemies from approaching points like in Capture the Flag or Domination. When choosing a Scorestreak, it's best to consider the game modes you plan on playing.

Molotov Cocktail

Acquired: Unlocked at Private First Class II (Rank 7).Cost: 300 points.

Molotov Cocktail is better used for cutting off enemy routes than for killing enemies outright, although they're still well suited for killing when an enemy takes a direct hit. If you want to force enemies out of a narrow path or opening, throw a Molotov at its most narrow point to force them to back off — at least for the few seconds that the Molotov Cocktail burns on the ground.

Recon Aircraft

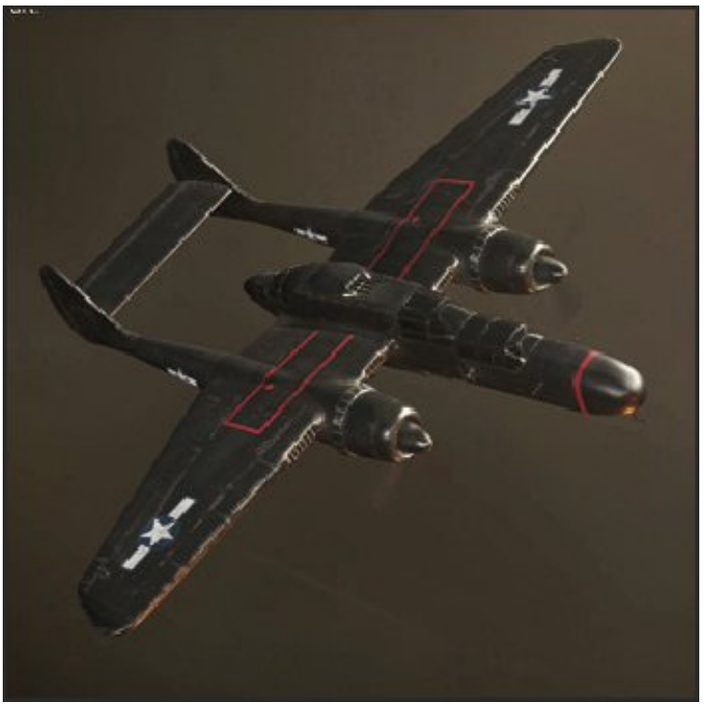
Acquired: Unlocked from the start.Cost: 500 points.

This Scorestreak temporarily reveals the locations of all enemies on the map. A radar scan flashes on the mini-map every 2 to 3 seconds, revealing enemy locations in the process. This Scorestreak works particularly well in objective-based game modes like Search and Destroy, Gridiron, and Capture the Flag.

Take note that your Recon Aircraft can be shot down by enemies if they use a launcher, a Counter Recon Aircraft, or a Flak Gun Scorestreak.

Counter Recon Aircraft

Acquired: Unlocked at Command Sergeant Major I (Rank 30). Cost: 525 points.



A Counter Recon Aircraft is the simplest, most effective way to tear enemy Recon Aircrafts out of the sky. On top of that, they patrol for approximately the length of a Recon Aircraft, effectively screening any future Recon Aircrafts from taking flight. That said Counter Recon Aircrafts are better suited for game modes in which an enemy Recon Aircraft can put a damper on your plans, such as Search and Destroy. Outside of those, you're better off selecting something with a bit more oomph.

Care Package

Acquired: Unlocked at Corporal I (Rank 13).Cost: 575 points.

When activated, you're given a red smoke grenade that calls in a supply drop from HQ. The supply drop gives you a random Scorestreak to use whenever you see fit; the catch, however, is that you must actually pick up the Care Package first. Enemy players are just as capable of picking up Care Packages, so throw the smoke grenade somewhere safe and isolated.

Fighter Pilot

Acquired: Unlocked at Staff Sergeant II (Rank 21).Cost: 625 points.

With Fighter Pilot, call in a fighter plane and temporarily control it over the battlefield. Enemy team members will appear on-screen surrounded by red circles, indicating you can target them while controlling the plane. Steer the plane toward their location and hold the Fire button to unleash a volley of bullets. Be warned! This Scorestreak is ineffective on maps with a lot of interior spaces, such as Carentan.

Glide Bomb

Acquired: Unlocked from the start.Cost: 650 points.

This is the perfect Scorestreak for game modes (i.e., Domination, Search and Destroy, and Hardpoint) that force enemies into specific locations. If a point is being captured, or if you're having a hard time getting near a point, drop a Glide Bomb. Like the Fighter Pilot Scorestreak, it enables you to see the locations of most enemies on the map, so you can steer the bomb and drop it right on top of them.

Flamethrower

Acquired: Unlocked at Master Sergeant I (Rank 38).Cost: 700 points.

The Flamethrower is a powerful, short-range Scorestreak. It's not the best one to take into open maps with limited cover (like

Sainte Marie du Mont or U.S.S. Texas), but for maps that favor close-quarters play this Scorestreak is a monster. You can tear through enemies like their health is permanently set to 1 and you don't lose this Scorestreak until it is completely used up, even if you die!

Mortar Strike

Acquired: Unlocked at First Sergeant (Rank 26).Cost: 750 points.

Mortar Strike is more tactical than Glide Bomb, with less influence on the projectiles themselves. You can select three separate locations anywhere on the map to drop mortars, although it should be noted that this Scorestreak almost demands that an ally Recon Aircraft be in the air before use.

Whereas the Glide Bomb provides a clean, top-down look on the battlefield, Mortar Strike reveals a rudimentary map from which to select your targets and enemies only appear if they fire unsuppressed weapons, or if a Recon Aircraft is in the air. Despite these shortcomings, this Scorestreak works well for objective-based game modes in which enemies are forced into grouping onto a specific location.

Artillery Barrage

Acquired: Unlocked from the start.Cost: 850 points.

This is an excellent Scorestreak for splitting enemy ranks and controlling the battlefield. When used, Artillery Barrage sends waves of artillery rounds onto the selected spot on the map. Although it's not incredibly deadly, it is excellent for forcing enemies away from paths that might be disadvantageous to you and your team, or for pressuring them away from an objective. It lasts for a decent amount of time so, when used properly, it can mean the difference between success and failure in objective-based game modes.

Flak Guns

Acquired: Unlocked at 1st Lieutenant (Rank 42).Cost: 950 points.

The ultimate support Scorestreak, Flak Guns block enemy aerial streaks after destroying the ones currently active. You won't get any kills with this one, but you can stop a Fire Bombing Run before it gets going if you time the use of this Scorestreak correctly.

Emergency Airdrop

Acquired: Unlocked at Colonel (Rank 50).Cost: 1000 points.

What's better than one Care Package? How about three? This Scorestreak drops three Care Packages wherever you throw the green-colored smoke grenade. You'll have three chances to get a particularly powerful Scorestreak, but at a much higher risk of theft. With three Care Packages on the ground, you not only have to worry about enemies shooting you and taking your hard earned Scorestreaks, but your own teammates can also collect them. It's best to find an isolated corner of the map before calling in the Emergency Airdrop, rather than risk losing your precious cargo to someone who doesn't play fair.

Fire Bombing Run

Acquired: Unlocked at Major (Rank 46).Cost: 1050 points.

Powerful, thunderous and persistent, the Fire Bombing Run is all the traits of a Molotov Cocktail magnified by 100 and squeezed into one long streak of fire. Use it to cut off enemy routes to an objective, or scatter them from a fortified position.

Paratroopers

Acquired: Unlocked at Technician Fourth Grade II (Rank 17). Cost: 1250 points.

No one said war was fair, which is why you shouldn't bother fighting fair yourself. If things are looking grim for your team, why not call for backup? The Paratroopers Scorestreak calls in a small troupe of AI-controlled soldiers to help turn the tides of battle. They'll run around the map and rack up kills for you. They may not be as deadly as a moderately skilled player, but there's always strength in numbers. Even the most battle-hardened veteran can find himself overwhelmed by the Paratroopers' superior numbers.

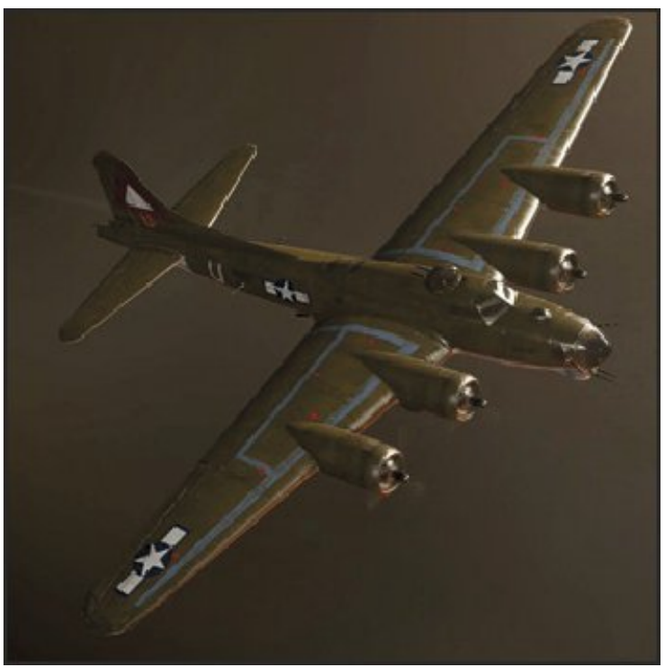
Carpet Bombing

Acquired: Unlocked at Sergeant Major II (Rank 34).Cost: 1400 points.

A Carpet Bombing run hits the map with not one but three separate bombing runs. Once chosen, bombers will drop their bombs over enemy controlled territory or otherwise hotly contested areas. The delay between runs is significant enough that players can relocate after the first strike, but the wait time can make all but the most observant of players forget that this attack comes in threes.

Ball Turret Gunner

Acquired: Unlocked at Major General (Rank 53).Cost: 1700 points.



Ride in the gunner's seat of a plane high above the battlefield. Enemies appear on the map enclosed in a red circle, provided they are not inside a building or other structure. Simply point and fire to turn your foes into ash. This Scorestreak has an impressive length of time, making it a priority target for launchers and counter Scorestreaks held by the enemy team.

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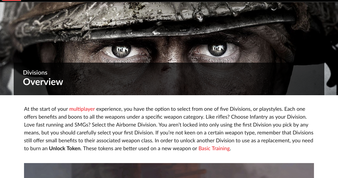
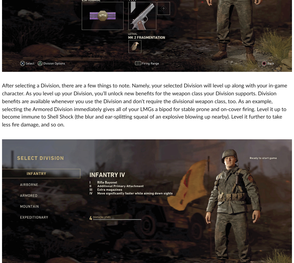


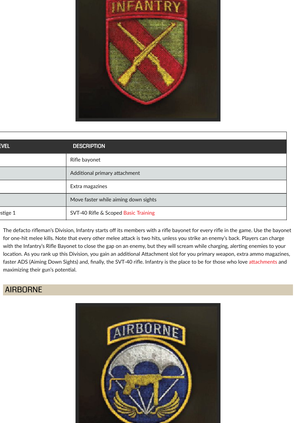
Divisions
Overview

At the start of your multiplayer experience, you have the option to select from one of five Divisions, or playstyles. Each one offers benefits and boons to all the weapons under a specific weapon category. Like rifles? Choose Infantry as your Division. Love fast running and SMGs? Select the Airborne Division. You aren't locked into only using the first Division you pick by any means, but you should carefully select your first Division. If you're not keen on a certain weapon type, remember that Divisions still offer small benefits to their associated weapon class. In order to unlock another Division to use as a replacement, you need to burn an **Unlock Token**. These tokens are better used on a new weapon or Basic Training.



After selecting a Division, there are a few things to note. Namely, your selected Division will level up along with your in-game character. As you level up your Division, you'll unlock new benefits for the weapon class your Division supports. Division benefits are available whenever you use the Division and don't require the divisional weapon class, too. As an example, selecting the Armored Division immediately gives all of your LMGs a bipod for stable prone and on-cover firing. Level it up to become immune to Shell Shock (the blur and ear-splitting squeal of an explosive blowing up nearby). Level it further to take less fire damage, and so on.

Experiment with the Divisions if you have extra Unlock Tokens. Only the first level of each Division is linked to their weapon class. All other "extras" unlocked by Divisions can be used with any type of weapon. Weapon and Basic Training are unlocked at Prestige 1 and can be used with any Division.



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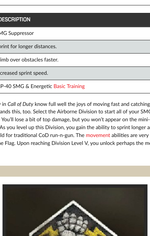

LEVEL	DESCRIPTION
I	Rifle bayonet
II	Additional primary attachment
III	Extra magazines
IV	Move faster while aiming down sights
Prestige 1	SVT-40 Rifle & Scoped Basic Training

The defacto rifleman's Division, Infantry starts off its members with a rifle bayonet for every rifle in the game. Use the bayonet for one-hit melee kills. Note that every other melee attack is two hits, unless you strike an enemy's back. Players can charge with the Infantry's Rifle Bayonet to close the gap on an enemy, but they will scream while charging, alerting enemies to your location. As you rank up this Division, you gain an additional Attachment slot for your primary weapon, extra ammo magazines, faster ADS (Aiming Down Sights) and, finally, the SVT-40 rifle. Infantry is the place to be for those who love attachments and maximizing their gun's potential.

AIRBORNE

LEVEL	DESCRIPTION
I	SMG Suppressor
II	Sprint for longer distances.
III	Climb over obstacles faster.
IV	Increased sprint speed.
Prestige 1	MP-40 SMG & Energetic Basic Training

Those who use SMGs regularly in *Call of Duty* know full well the joys of moving fast and catching enemy players unaware. Sledgehammer Games understands this, too. Select the Airborne Division to start all of your SMGs with a Suppressor that can be applied (or removed) at will. You'll lose a bit of top damage, but you won't appear on the mini-map when you fire a weapon with the Suppressor attached. As you level up this Division, you gain the ability to sprint longer and faster and climb obstacles quicker. This is an excellent build for traditional CoD run-n-gun. The movement abilities are very handy for objective-based modes like War and Capture the Flag. Upon reaching Division Level V, you unlock perhaps the most recognizable German weapon — the MP-40.

ARMORED

LEVEL	DESCRIPTION
I	LMG Bipod.
II	Immune to Shell Shock and Tactical Equipment.
III	Take less fire damage.
IV	Take less explosive damage.
Prestige 1	MG42 & Hunker Basic Training

Have you ever dreamed of being a one-man army? Of taking on the whole of the Axis with nothing but an LMG in one hand and its bullet belt in the other? Of basically being every great 80s action hero? Good news! There's a Division just for you and it's called Armored.

Staying true to its namesake, the Armored Division progressively makes you more resistant to fire and explosive damage, not to mention immunity to the shell shock effects of explosives and Tactical Equipment. You also receive an LMG Bipod for any LMG you select, which allows you to set up shop just about anywhere you can go prone or on any waist-high cover. This Division is great for objective-based modes. The protection from explosives is excellent.

MOUNTAIN

LEVEL	DESCRIPTION
I	Sniper Sharpshooter.
II	Invisible to enemy Recon Aircraft while moving.
III	Hidden to player-controlled Scorestreaks.
IV	Silent movement.
Prestige 1	Karl98k Sniper Rifle & Inconspicuous Basic Training

Silent, invisible and deadly at uncontestable ranges, the Mountain Division is where snipers are at their best. Working through this Division grants you the following: invisibility to UAVs; makes you untraceable to enemy Scorestreaks; and silent to the enemy's ears. Beyond that, you can temporarily hold your breath when using any sniper rifle; this helps steady the rifle until it is fired. If your heart belongs to sniper rifles, then this Division belongs to you. Mountain is also for those who enjoy stealth gameplay. It's great for S&D and very effective for flanking with an SMG.

EXPEDITIONARY

LEVEL	DESCRIPTION
I	Shotgun Incendiary Shells.
II	Select a piece of Tactical and Lethal Equipment.
III	Throw equipment faster, further & while sprinting.
IV	Resupply equipment from killed enemies.
Prestige 1	Model 21 Shotgun & Concussed Basic Training

The best close-range players will say that having a good close-range weapon isn't enough: you need "gap closers" to seal the deal. Use equipment as the gap closers. Tactical Equipment can be used to stun, slow and blind enemies, while Lethal Equipment can be used to cut off enemies ahead, or kill them outright. Every shotgun used while in this Division will have Incendiary Shells, which ignite enemies upon contact. It's not a huge boost in damage, but it adds just enough to turn the tides of battle in your favor. As you rise through the ranks, you increase the amount of Tactical and Lethal equipment, gain the ability to throw that equipment faster, further and while sprinting, and finally, gain the ability to resupply your equipment from enemies that you killed. Expeditionary excels at clearing enemies off objectives, particularly in War and Hardpoint.

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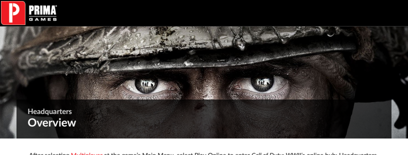


Headquarters

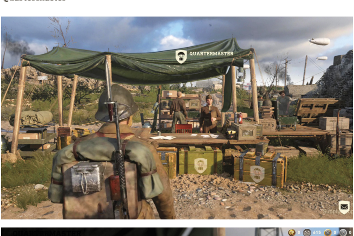
Overview

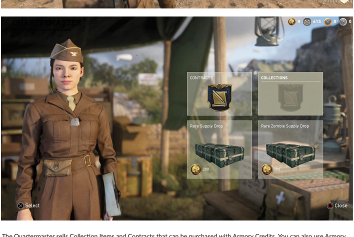
After selecting Multiplayer at the game's Main Menu, select Play Online to enter *Call of Duty: WWII*'s online hub: Headquarters. There are several different NPCs and elements to interact with here and this section covers all of them.

STAGING AREA

The first place you see in the HQ is the Staging Area. There aren't a lot of sub-locations here, but they all have something to offer.

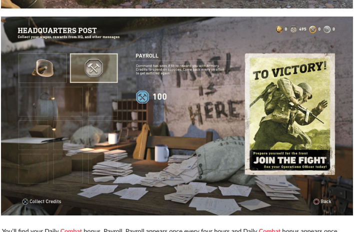
Quartermaster





The Quartermaster sells Collection Items and Contracts that can be purchased with Armory Credits. You can also use Armory Credits to purchase Challenges with heftier rewards than what you'd find in the Operations Bunker. To top it off, the Quartermaster also sells new clothing items, tags, emotes, weapon skins and basically anything you need for customizing your character exactly how you want.

Mail

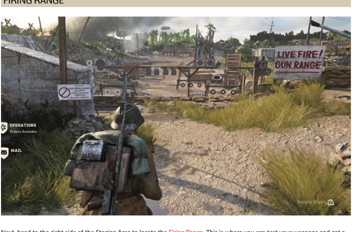


You'll find your Daily Combat bonus, Payroll. Payroll appears once every four hours and Daily Combat bonus appears once every 24 hours. Make a point to check your mail on a regular basis to bank those Armory Points and retrieve other important parcels.

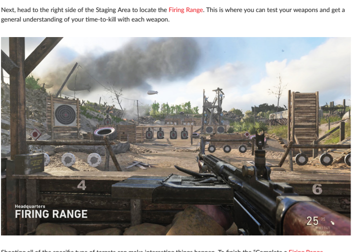
Career Leaderboard

Take a peek at this Leaderboard to see the overall stats of every player currently in the HQ and, better yet, where you rank among them.

FIRING RANGE

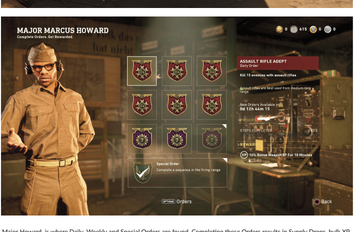


Next, head to the right side of the Staging Area to locate the Firing Range. This is where you can test your weapons and get a general understanding of your time-to-kill with each weapon.

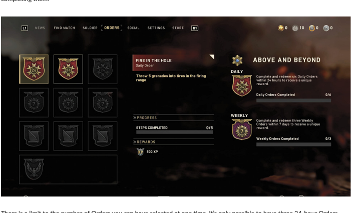


Shooting all of the specific type of targets can make interesting things happen. To finish the "Complete a Firing Range Sequence" Special Order from the Operations Bunker, this is the place to go.

MAJOR HOWARD

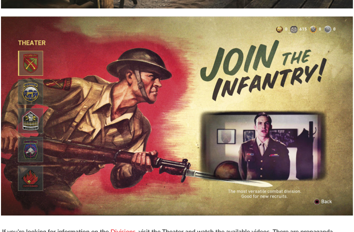


Major Howard, is where Daily, Weekly and Special Orders are found. Completing these Orders results in Supply Drops, bulk XP, temporary XP buffs, and Armory Credits. The tasks you must complete include: getting a certain number of kills during Public or Ranked Matches, receiving Commendations, obtaining a positive K/D ratio in certain Game Modes, among many others. Although it's not a requirement to complete any Orders, you'll get a lot of benefit from filling out your Orders queue and completing them.



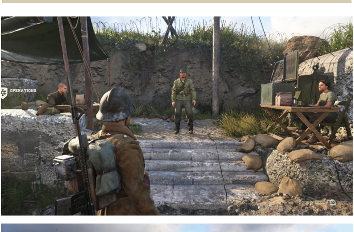
There is a limit to the number of Orders you can have selected at one time. It's only possible to have three 24-hour Orders, three seven-day Orders, and one Special Order at a time. Make a point to select Orders that are easy to complete, so you can grab more and keep racking up rewards.

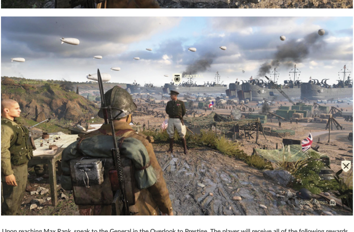
THEATER



If you're looking for information on the Divisions, visit the Theater and watch the available videos. There are propaganda videos with updates and information about the game. You'll also find the Leaderboard for Ranked Play, which you can use to see your standing among your fellow soldiers in the HQ. Theater also contains "Call of Duty on MLG" where there are on-demand videos and live event streams of MLG Call of Duty matches.

THE OVERLOOK





Upon reaching Max Rank, speak to the General in the Overlook to Prestige. The player will receive all of the following rewards when they Prestige.

Level Reset

This resets your Rank back to 1 and your Rank icon changes to match the amount of times you've Prestiged. Continue to Prestige to progressively change your icons and show your dedication to the war effort.

Keep Your Progress

With Keep Your Progress, your player rank is always reset to 1. Your Weapon Levels, Division Levels, and Challenge progress are not reset.

Extra Class Slot

True to its name, select Extra Class Slot to receive an additional Class Creation slot. If five slots feels a bit too narrow, this is definitely an option to keep in mind.

Access to Prestige Rewards

You'll be granted access to Prestige-only rewards (like the Prestige icon, calling card, helmet and class slot) and Challenges when selecting this option.

Division Prestige

You won't find this option at The General, but it is in The Overlook. Look for a board to the right of the guard who typically bars your path to The General. Interact with the board to get the chance to Prestige your Division progress.

BEACH

You'll likely spend a fair amount of your HQ time on the Beach, which has several different kiosks, leaderboards, and other elements with which to interact.

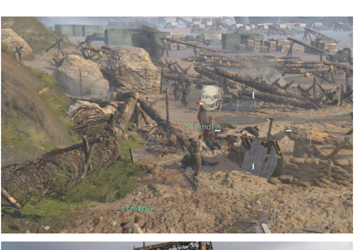
1v1

When arguments can't be settled with discourse, the only other option is the most sacred of duels: 1v1. Thankfully, Headquarters has just the location to facilitate 1v1s. The 1v1 Leaderboard is located on the right side of the Beach (if the ocean is directly ahead). This is where you can enter the queue to do battle in a small obstacle course for 1v1 supremacy.

Once two players have queued on the 1v1 Leaderboard, they're taken to the Weapon Ban screen. Three weapons appear on-screen; each player must choose one weapon each to ban. The remaining weapon is the weapon both players must use during the battle. The first player to reach three kills, or the highest number of kills by the time the timer runs out, is the winner. The winner stays in the queue and appears on top of the bunker overlooking the obstacle course, ready for any and all challengers to try and dethrone him or her.

Scorestreak Training

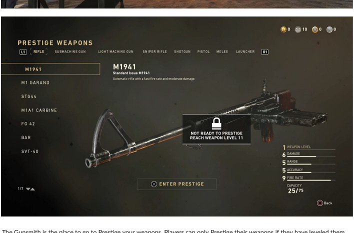
If you're curious about how a specific Scorestreak functions, but don't want to wait to actually use it, visit the Scorestreak tower on the left side of the Beach. You can choose from a list of all available Scorestreaks and use them right away on enemy AI.



Zombies

There's a path leading deep underground at the base of the bunker in a tangled heap of rebar and shredded concrete. Talk to the soldier down there to join the fight against the undead horde. Upon doing so, you'll leave the HQ and enter the Zombies menu screen.

Gunsmith



The Gunsmith is the place to go to Prestige your weapons. Players can only Prestige their weapons if they have leveled them all the way up. Prestige 1 players can show their clan tag, while Prestige 2 players can show the number of kills they have with that weapon.

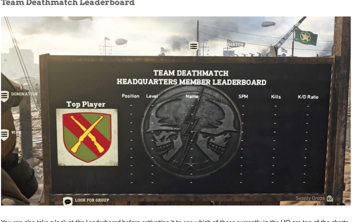
War

If you're in the mood for some War (the Game Mode, not the real deal), proceed to the War Leaderboard at bottom of the Beach. You'll also find the War rankings for every player currently in the HQ. See how you stack up with your friends and those nearby.

Domination Leaderboard

Like other Leaderboards, the Domination Leaderboard also shows the players with the highest scores for this specific game mode.

Team Deathmatch Leaderboard



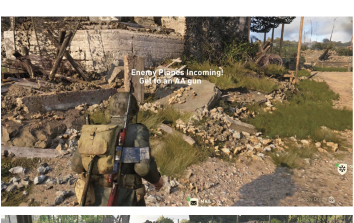
You can also take a look at the Leaderboard before activating it to see which of those currently in the HQ are top of the charts and which ones are in need of more practice time.

Division Prestige Vendor

This is where you can Prestige your Division once you have leveled it up enough. Division Prestige 1 grants a unique weapon and a Basic Training. Prestige 2 grants a unique, animated calling card. Prestige 3 grants a unique uniform, while Prestige 4 grants a unique weapon variant.

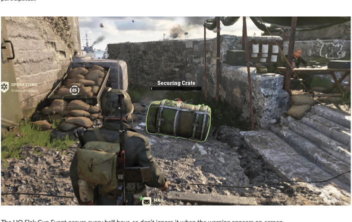
HQ FLAK GUN EVENT

Every now and then, a warning will flash on-screen to alert you to an impending Axis attack on the Allied HQ. There are four AA gun emplacements scattered around the HQ; use them to fight off the attackers.



An Allied air transport will dump its cargo that Axis forces will attempt to destroy in mid-air. Hop into one of the AA gun emplacements, aim up, and fire at any aircraft with a red outline to protect the cargo until it reaches the ground.

Once the cargo hits the ground, you have approximately 10 seconds to retrieve the contents. If you don't collect the cargo before time runs out, the cargo disappears. Collecting the cargo, on the other hand, results in Armory Credits for everyone who participates..



The HQ Flak Gun Event occurs every half hour, so don't ignore it when the warning appears on-screen.

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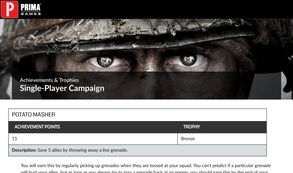

Achievements & Trophies

Single-Player Campaign

POTATO MASHER

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Save 5 allies by throwing away a live grenade.

You will earn this by regularly picking up grenades when they are tossed at your squad. You can't predict if a particular grenade will hurt your allies, but as long as you always try to toss a grenade back at an enemy, you should earn this by the end of your first campaign playthrough.

CHAIN SMOKER

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Disable 50 enemies using smoke grenades.

Using smoke grenades isn't a standard strategy in the single-player campaign. However, you are equipped with them on almost every mission. Disabling 50 enemies will be easy to do if you remember to regularly deploy them in fights.

I'VE GOT YOU!

ACHIEVEMENT POINTS	TROPHY
25	Bronze

Description: Drag 9 unique allies to safety.

It will take replaying levels with a downed soldier (no level has more than one soldier) to get this achievement. A good level to repeatedly attempt this on is Stronghold. There is a soldier who goes down just after the first section of the level.

QUARTER GIVEN

ACHIEVEMENT POINTS	TROPHY
25	Bronze

Description: Get 4 unique groups of enemies to surrender.

Enemies will surrender at scripted points in the campaign. The first time this occurs is in the second chapter of the campaign. But the last level, "The Rhine," has surrendering enemies in the first tower. This is the closest to the beginning of any level. You will need to replay levels to get six surrenders.

RESCUER

ACHIEVEMENT POINTS	TROPHY
25	Bronze

Description: Save 10 unique allies locked in struggle.

This will occur in many levels, including D-Day. Be on the lookout for these opportunities throughout the campaign.

PIECES OF HISTORY

ACHIEVEMENT POINTS	TROPHY
10	Bronze

Description: Collect all 33 mementos.

Each single-player campaign chapter contains three mementos. Details on their locations are covered in the walkthrough.

SLOW AND STEADY

ACHIEVEMENT POINTS	TROPHY
10	Bronze

Description: Spend 3 minutes using Focus in the campaign.

When using a sniper rifle, you can activate Focus to slow down time and get off a better shot. Since each use of Focus only lasts for a few seconds, it will take many Focused sniper shots to earn this one.

DISTINGUISHED SERVICE

ACHIEVEMENT POINTS	TROPHY
50	Gold

Description: Complete the game on Veteran difficulty.

This is the only difficulty-related Achievement/Trophy. Simply complete the game on the hardest difficulty, Veteran.

ONE OF THE LUCKY FEW

ACHIEVEMENT POINTS	TROPHY
30	Bronze

Description: Breach the seawall in under two minutes without taking MG fire.

The opportunity for this one occurs right at the beginning of the D-Day chapter. You must ignore the strategy and just sprint up to the seawall. If it becomes too difficult, simply lower the game's difficulty level. If you fail to earn this one, just restart the level in the pause menu.

ACK ACK

ACHIEVEMENT POINTS	TROPHY
30	Bronze

Description: Protect your tanks by shooting down all planes in "Operation Cobra."

This is a tough one that can only be accomplished by lots of practice. You must memorize the plane patterns. Make sure to lead the planes when they are attacking. If you miss a plane, just enter the pause menu and restart the game from last checkpoint.

MARKSMAN

ACHIEVEMENT POINTS	TROPHY
25	Bronze

Description: Cover Zussman from the church without missing a shot in "Stronghold."

Of these special Achievements/Trophies, this is one of the easier ones. Just use lots of Focus and ignore enemies who are moving. Take your time and carefully time each shot to ensure you don't miss.

SUNDAY DRIVER

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete the driving portion of "S.O.E." without hitting any obstacles.

This can be tricky to complete when playing the game on the harder difficulty levels, because you must drive very fast to keep up with your target. Lower the difficulty to Recruit and you can take your time through the section. Carefully steer your jeep to avoid hitting anything.

SILENT NIGHT

ACHIEVEMENT POINTS	TROPHY
20	Bronze

Description: Sneak through the courtyard undetected in "Liberation."

If you follow our walkthrough for Liberation, you can easily make it through the courtyard undetected.

GASOLINE COWBOY

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Rescue your allies with the tank while keeping your armor above 80%.

This is one of the most difficult single-player campaign Achievements/Trophies, which occurs in Collateral Damage. You must be very careful to avoid getting hit by any rockets or tank fire. Lowering the difficulty to Recruit helps and, if you get hit, quickly reset the game to the last checkpoint so you don't have to start the entire level over again.

FOG OF WAR

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Sneak through the Dragon's Tooth undetected in "Death Factory."

This sequence occurs in the middle of the level (after avoiding the patrols in the fog). Follow our walkthrough strategy to make it through the sequence undetected.

SUPPRESSIVE FIRE!

ACHIEVEMENT POINTS	TROPHY
10	Bronze

Description: Successfully escort the pole charge engineer to the pillbox in "Hill 493."

Refer to the walkthrough chapter for foolproof strategy to unlock this Achievement/Trophy.

FLYBOY

ACHIEVEMENT POINTS	TROPHY
20	Bronze

Description: Protect the bombers by personally shooting down 12 enemy planes.

During the flying section of "Battle of the Bulge," your allies will frequently shoot down enemy planes. Take the lead and shoot down as many planes as possible to secure 12 confirmed kills before the end of the second sequence.

INFILTRATED

ACHIEVEMENT POINTS	TROPHY
20	Bronze

Description: Reach the sniper perch without being detected in "Ambush."

There is a sniper perch on the radar tower (about halfway through the level) and a second perch located off a trail to the right of the radar tower. If you follow our walkthrough strategy, you can get to the tower undetected.

DEFENDER

ACHIEVEMENT POINTS	TROPHY
20	Bronze

Description: Protect the convoy by shooting down all the planes in "The Rhine."

This is identical to the Ack Ack achievement. Luckily, there are fewer planes to shoot down this time. This just requires lots of practice to memorize the plane patterns. Reset from a checkpoint if you fail to complete it.

SQUAD ACHIEVEMENTS

Each of these achievements/trophies requires that you use your squad's abilities several times. Even if you are extra vigilant, it will be extremely difficult to unlock these Achievements/Trophies in one playthrough of the campaign. You will likely need to play through the game at least twice to get each of these. Make sure to only replay levels in which you get access to a particular ability. Zussman, Pierson, and Turner's are available in most chapters, but Stiles and Aiello are only available in chapters later in the game.

FRIEND IN NEED

ACHIEVEMENT POINTS	TROPHY
25	Silver

Description: Request Zussman to toss you a First Aid Kit 30 times.

I SEE MOVEMENT!

ACHIEVEMENT POINTS	TROPHY
25	Silver

Description: Request Pierson to spot enemies 25 times.

PRAISE AND PASS

ACHIEVEMENT POINTS	TROPHY
25	Silver

Description: Request Turner to toss you ammo 20 times.

SCHOOL OF HARD KNOCKS

ACHIEVEMENT POINTS	TROPHY
25	Silver

Description: Request Stiles to toss you grenades 15 times.

WHO NEEDS A PENDANT?

ACHIEVEMENT POINTS	TROPHY
25	Silver

Description: Request Aiello to toss you signal smoke and call in mortar strikes 10 times.

CAMPAIGN PLAYTHROUGH

These achievements are all earned by simply playing through the campaign. You can't miss them!

LONG WAY FROM TEXAS

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete D-Day.

THE PADDLE

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete Operation Cobra.

NO SANCTUARY

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete Stronghold.

LAST STOP

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete S.O.E.

CHAMPAGNE AND CAVIAR

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete Liberation.

HUMAN COST

ACHIEVEMENT POINTS	TROPHY
20	Bronze

Description: Complete Collateral Damage.

DEATH FACTORY

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete Death Factory.

OUR MEN

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete Hill 493.

WORST CHRISTMAS EVER

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete Battle of the Bulge.

NO SACRIFICE TOO GREAT

ACHIEVEMENT POINTS	TROPHY
15	Bronze

Description: Complete Ambush.

TO THE END

ACHIEVEMENT POINTS	TROPHY
50	Silver

Description: Complete the campaign.

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Achievements & Trophies

Multiplayer

BUCK PRIVATE	
ACHIEVEMENT POINTS	**TROPHY**
5	Bronze
Description: Get 10 kills in Multiplayer while playing online.	

This is obtained through basic gameplay. Whether you're a veteran or brand new player, you'll land this shortly after you start playing online.

RICKY RECRUIT	
ACHIEVEMENT POINTS	**TROPHY**
30	Silver
Description: Complete 21 daily challenges in Headquarters.	

This one takes a bit of time, but is an all-but guaranteed get. Pick the simplest Daily Challenges and complete them.

GENERAL OF THE ARMY	
ACHIEVEMENT POINTS	**TROPHY**
90	Gold
Description: Enter Prestige 1 in Multiplayer while playing online.	

There's no trick to this one. Simply play enough to hit level 55, then go to the Overlook in the HQ and Prestige. It takes a lot of dedication, but there's no luck involved.

TOUR OF DUTY	
ACHIEVEMENT POINTS	**TROPHY**
15	Bronze
Description: Win 5 War matches in Multiplayer while playing online.	

Just play and win five matches of War.

DIVISIONAL COMMANDER	
ACHIEVEMENT POINTS	**TROPHY**
30	Silver
Description: Prestige a Division in Multiplayer while playing online.	

Max out a Division by ranking it up, then Prestige it and this will be yours.

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Achievements & Trophies

The Final Reich

Warning: Spoilers for Zombie mode follow! Read on at your own risk!

FIREWORKS

ACHIEVEMENT POINTS	TROPHY
25	Silver
Description: In “The Final Reich,” retrieve the artifact.	

Complete the primary missions up until the death of the Panzermorder.

DARK REUNION

ACHIEVEMENT POINTS	TROPHY
30	Silver
Description: In “The Final Reich,” save Klaus.	

We’re leaving it up to you, the player, to find out how to unlock Dark Reunion.

PRESSURE COOKER

ACHIEVEMENT POINTS	TROPHY
10	Bronze
Description: During the Prologue, survive until wave 20.	

This one is tricky. The farmhouse in the Prologue is the size of a postage stamp, you have limited access to new weapons, and you’re limited to Freefire. On the plus side, Pests don’t show up. On the minus side, Wüstlings only get harder to handle when you’re waltzing with them in a broom closet. It’s not impossible, but it requires practice and a bit of luck.

RED MIST

ACHIEVEMENT POINTS	TROPHY
10	Bronze
Description: In “The Final Reich,” get 10 kills from a single Bomber’s explosion.	

If you survive until one of the later waves, a Bomber might score this Achievement/Trophy for you by accident, just by virtue of how many zombies are in the area when it detonates its shell.

DARK ARTS

ACHIEVEMENT POINTS	TROPHY
15	Bronze
Description: In “The Final Reich,” build all variants of the Tesla Gun.	

We’re leaving it up to you, the player, to discover how to unlock Dark Arts.

STRIKE!

ACHIEVEMENT POINTS	TROPHY
10	Bronze
Description: In “The Final Reich,” knock over 10 zombies with a Wüstling charge.	

Much like Red Mist, don’t be surprised if you get this by accident in one of the later waves. The Wüstling often reacts to taking damage by going for its headlong charge, and there are often enough Wichts and Pests around that it does a lot of collateral damage.

LURKING AROUND

ACHIEVEMENT POINTS	TROPHY
10	Bronze
Description: In “The Final Reich,” find and shoot Dr. Straub.	

Keep an eye on the zombie spawn points throughout the map. Dr. Straub pops up occasionally inside them, eying you ominously. One early appearance happens in the open window next to the junction box in the Laboratory.

UNDERTAKER

ACHIEVEMENT POINTS	TROPHY
10	Bronze
Description: In “The Final Reich,” kill the Bomber using only the shovel.	

This is a tricky proposition. The easiest way to do this might be to use Camouflage and an equipped Totengriff power-up, dropping the Bomber with one hit while it doesn’t know you’re there at all.

LIGHTNING HANDLER

ACHIEVEMENT POINTS	TROPHY
10	Bronze
Description: In “The Final Reich,” build a Tesla Gun.	

You must do this as part of the primary missions in “The Final Reich.”

WHITE KNUCKLES

ACHIEVEMENT POINTS	TROPHY
15	Bronze
Description: In “The Final Reich,” survive three Pest waves without getting hit.	

Practice, practice, and more practice! Every fifth wave is full of Pests and evading them without taking any damage takes skill and a bit of luck. If you plan ahead, have a teammate take one for the team and pop a 200% duration Frontline right as the wave begins, forcing most - if not all - of the Pests to pursue them and giving the rest of your squad a leg up on this Achievement/Trophy.

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Achievements & Trophies

Platinum Trophy

VE	
ACHIEVEMENT POINTS	**TROPHY**
N/A	Platinum
Description: Earn all available trophies for *Call of Duty®: WWII*.	

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Mission 01: D-Day

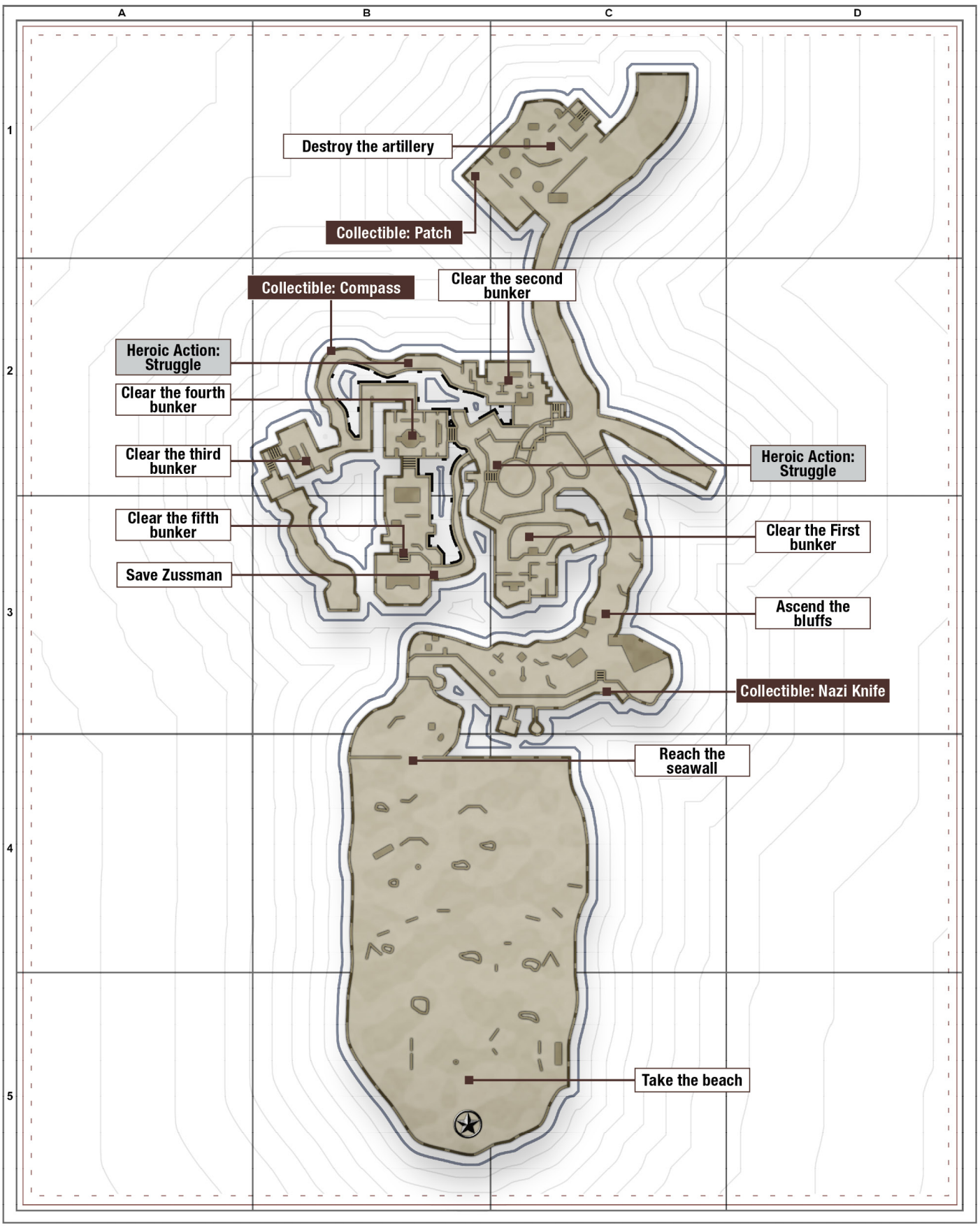
Overview

Mission Intel

Date: 6/1/1944

Location: Somewhere off the coast of France.

Journal Entry: *Paul, it's June 6, 1944. Wish you could see this brother. We're invadin' some Frog beach I'm not supposed to even know the name of. All so we can take back France from the Nazis. The waitin's been half the battle.*



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Mission 01: D-Day

Under Deck

The mission begins below decks of Haskell Class Attack Transport off the southern coast of France. You are in the role of Daniels, a freshly-recruited GI ready to bring the fight to the Germans. Meet your squadmates: Aiello, Zussman, and Stiles.

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Mission 01: D-Day

D-Day

Mission Intel

Operation: "Neptune"

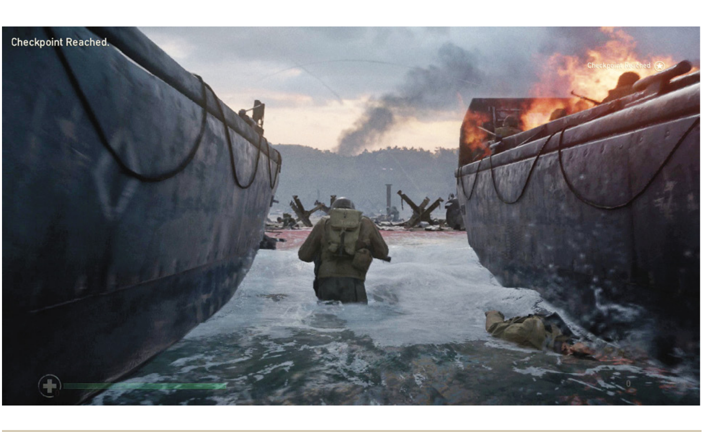
Date: 6/6/1944

Location: Omaha Beach, Normandy, France

Journal Entry: *Ever since I could hold a rifle, I wanted to be like you Paul. You've always been a tough act to follow. But I'm damn sure gonn a try.*

OBJECTIVE: TAKE THE BEACH

After the shocking beach landing, you regain control of Daniels in the water. There's not much you can do but trudge forward. Follow Turner out of the water and onto the beach.



OBJECTIVE: REACH THE SEAWALL

Your mission and squad are in tatters and you have new orders: Get the Bangalore Torpedo demolitions equipment and transport it to the seawall.

HISTORICAL TIP: CZECH HEDGEHOG

The large metal caltrops spread across the beach are called Czech Hedgehogs. They are designed to stop tanks and other heavy vehicles from making it up the beach. These structures will serve as cover and your lifeline as you sprint through the machine gun fire up the beach.

Armed with the torpedo, press the Sprint button to charge forward to the next group of low hedgehogs on the beach. When the game instructs to do so, hold down the Crouch button to go prone and avoid the incoming machine gun fire. Move around the left side of the cover and follow Turner up the devastated beach.

FOLLOW TURNER!

This section may seem difficult to navigate, but if you stay close to Turner, you will be fine. He is battle-hardened and capable of expertly navigating the field to get Daniels up to the seawall.

Stay low and close to Turner as he scrambles from one hedgehog to another. When he stops, go prone to avoid the incoming fire.

HISTORICAL TIP: BANGALORE TORPEDO

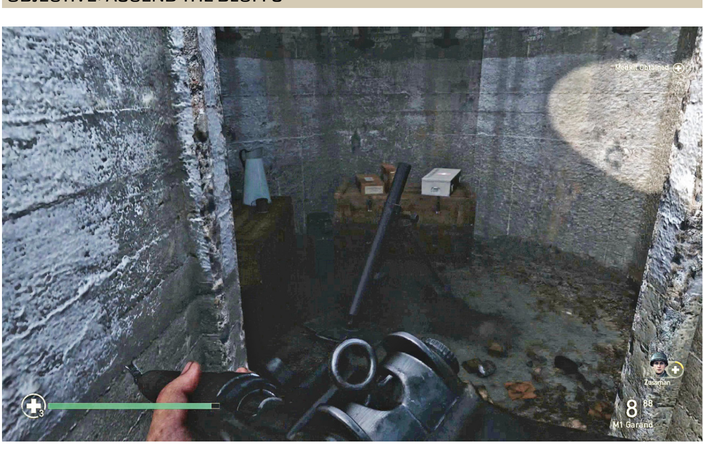
The Bangalore Torpedo, or "Banger" as it is referred to by the soldiers in this mission, is a demolitions device designed to clear sections of emplaced wire obstacles and heavy undergrowth. The main explosive charge is 10 1/2 pounds of "Comp B4" an explosive mix of RDX and TNT.

Eventually, you'll make it to the seawall. Zussman helps setup the Bangalore. Use the Movement analog stick to align the line with the circle, then press the Fire button to complete the objective.

ONE OF THE LUCKY FEW

Make it to the seawall in less than two minutes without getting hit by the Machine Gun. (The tutorial prompt for crouching doesn't count against this achievement.) To achieve this, you must cut your own path down the right side of the beach as quickly as possible.

OBJECTIVE: ASCEND THE BLUFFS



With a giant hole in the seawall, your squad begins charging for the bunkers. Crouch down and shoot the two guards firing at your squad from the left and right. Next, move up to the edge of the trench. Once there, you see several Germans fighting with GIs in the trench. Shoot the Germans to save your fellow soldiers and move up through the trench.

Zussman tosses you a med pack. You probably need the med pack after your advance up the beach, so go ahead and use it now.

Stay crouched and advance through the trench. Nazis are littered throughout this bunker. Advance carefully behind Zussman and mow them down. Search the downed GI for an upgrade for your current weapon. If it's to your liking, pick it up.

Continue to crawl forward and grab the med pack on the crates ahead. Explore down the right passage to find another med pack inside the bunker. Stay crouched, and return to the main path.

More Germans are waiting as you proceed down the path. Use the narrow path to stay behind obstacles and unload on the Germans as they emerge from their own cover.

MEMENTO: KNIFE

Before following your squad up the beach, search the bunker at the end of the trench for a knife. Look for the shining spot in the peep hole overlooking the beach.

Charge up the stairs after your squad and use the blasted concrete wall on the right for cover. Wait for Pierson to call for an artillery strike on the hill, then sprint to the sandbags at the top. Three infantry arrive and attack at the top of the bluff. Kill them and advance to the second trench.

OBJECTIVE: CLEAR THE FIRST BUNKER

This bunker area is a maze. You can move through on either the left or right side. Before making that decision, though, use your rifle to pick off the few enemies taking pot shots at you from the back of the bunker.

AIR INTEL — NORMANDY BUNKER

The Bunker is heavily defended by Germans on all sides.

When most of the enemies on the opposite side are disposed of, crawl through the left path to secure a med pack. Continue along the trench and cautiously approach the bunker door. Several Nazis reside inside. Toss a grenade into the bunker, grab a **MP40** off the dead guards, and clear out any survivors.

OBJECTIVE: CLEAR THE SECOND BUNKER

The first bunker is now clear. Search it for extra med packs and an **MG42**.

EMPLACED MACHINE GUNS

Whenever you find an emplaced machine gun like the ones in this bunker, you can use it and press the on-screen prompt to take the gun. MG42s have excellent ammo capacity and are great weapons to have — just be careful of their extremely slow reload times.

Once back outside, look for an opening in the trench near your squad. Proceed to the opening to find a GI struggling with the Nazi. Kill the Nazi to score your first **Heroic Action**. Advance to make your squad follow you. A door on the right leads to the next bunker.

Once inside, locate the grenade crate on the right side. Refill your grenades and press the Tactical Grenade button to toss smoke into the doorway ahead. Wait for the smoke to fill the hall, then sprint toward the machine gun.

Watch out! There are several Germans defending the MG nest, so toss a smoke grenade or two to flush them out. Stay with your squad as they move from room to room to clear out the bunker. Switch out your MG42 when it runs low on ammo with another emplaced nest.

OBJECTIVE: CLEAR THE THIRD BUNKER

Emerging back outside, you rejoin your squad in the trench. Proceed forward and then when the path starts to curve to the right, pop your head up and mow down the Nazis charging the grassy hill above the trench on the left. Next, turn your gun up the trench, crouch down, and walk forward. More Germans are defending ahead; target them when they leave cover and press forward to the third bunker.

FLAMETHROWER!

If you are quick when you approach the third bunker, you will see a soldier using a flamethrower get shot down by Nazis. Search the ground carefully where he falls to pick up an early Flamethrower. It has enough fuel to make clearing out the third bunker easy.

Daniels is on point, so enter the building when you are ready. This generator area is a trap and the Germans are waiting behind cover. Peek through the chicken wire and shoot them as soon as they appear.

When the generator is clear, climb the stairs at the back and kill the last remaining Nazi. He is defending another machine gun nest and a health pack. You will get the all-clear once the coast is clear.

MG42 AMMO

There's an MG42 and an ammo box located near the back bunker of the generator area. Grab the MG42 and use the restock box to get some ammo for the machine gun.

Unfortunately, the all-clear call is premature, as German reinforcements arrive from the rear of the bunker. Use the giant engine for cover and toss grenades to the corridor they are attacking from.

OBJECTIVE: CLEAR THE FOURTH BUNKER

When the objective updates, you are done here. Return the way you came. Once outside again, another **Heroic Action** opportunity arises as German and American soldiers wrestle over a rifle. Shoot the German to earn the accolade.

MEMENTO: COMPASS

Before continuing the fight at the fourth bunker, backtrack through the large curved trench around the open courtyard. There, look for a previously inaccessible bunker opposite the courtyard. Inside, you will find the Compass.

Your squad points the way to the fourth bunker. This bunker's opening section is mostly empty. Let your squad take point and follow closely behind.

The bunker's last room contains a mortar emplacement. Use grenades to flush the room out. Once clear, search the corners for some bonus med packs. When you're ready to move on, look for Zussman and activate the door next to him.

OBJECTIVE: CLEAR THE FIFTH BUNKER

Back outside, you can choose either the left or right path. Whichever one you choose, keep your gun aimed high and pick off the enemies firing down from the top of the next bunker.

Watch for reinforcements hiding behind the sandbags on the lower area. When it's safe to do so, advance to the bunker's lower doorway. Inside, a German attacks from out of nowhere. Follow the on-screen prompts to win the impromptu wrestling match for your rifle. Zussman arrives just in time, but the fight isn't over yet! Be ready for more quick-time events after Zussman takes one for the team.

OBJECTIVE: SAVE ZUSSMAN

Drag Zussman back out to the trenches. When the view returns to your weapon, take careful aim and pick off the Germans before they can cause harm to you or Zussman. Remember to use med packs while dragging Zussman, as it makes this section a bit easier. Just do NOT use a med pack while enemies are actively shooting at you.

Score headshots on the Germans as soon as they appear by using Aim Down Sight on your pistol. You can only drag in one direction, so don't worry about getting lost.

Have your finger on the Lethal Grenade button to ensure you're ready to toss back incoming enemy grenades.

OBJECTIVE: DESTROY ARTILLERY

Your commanding officer, Turner, arrives with orders to destroy a nearby enemy artillery. Turner can give you ammunition in the same way Zussman refilled you with health packs, so keep him close and his morale high. Before leaving the medic's area, though, search it for an **M1 Garand**. You'll need a long-range rifle for this next section.

Locate the artillery regularly firing rounds into the air between two farmhouses. While proceeding up the road, be on the lookout for the machine gunner on the second floor. Take cover behind the spilled cart and use the weapon's muzzle flash to pinpoint the gunner and pick him off.

Continue up the road but watch out for more soldiers on the gun, as well as more Germans firing from behind the wooden fence at the entrance to the property. When you make it to the fence, locate the mortar position. Next, toss a grenade at it to flush out the Nazis and start clearing the area of the German defenders. When most of the enemy resistance is history, you get a brief respite before the Germans mount a counterattack.

OBJECTIVE: DEFEND THE AREA

There are a lot of Germans in this push. Instead of trying to take them head-on, though, just find a good area of cover and only fire at them when they attempt to advance to your position in the open.

The Allied Sherman tanks eventually arrive and take out the backbone of the German attack. Once complete, you will get a new objective to destroy the artillery. Approach the artillery to activate it and use a thermite charge to destroy it.

MEMENTO: PATCH

Before destroying the artillery, search the inside of the barn on the left. You will find this memento on a wooden shelf.

Objective: Return to Rally Point

Use the Objective button to find the Rally Point back to Zussman. First mission complete!

LONG WAY FROM TEXAS

You earn this achievement by completing Normandy.

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Mission 02: Operation Cobra

Overview

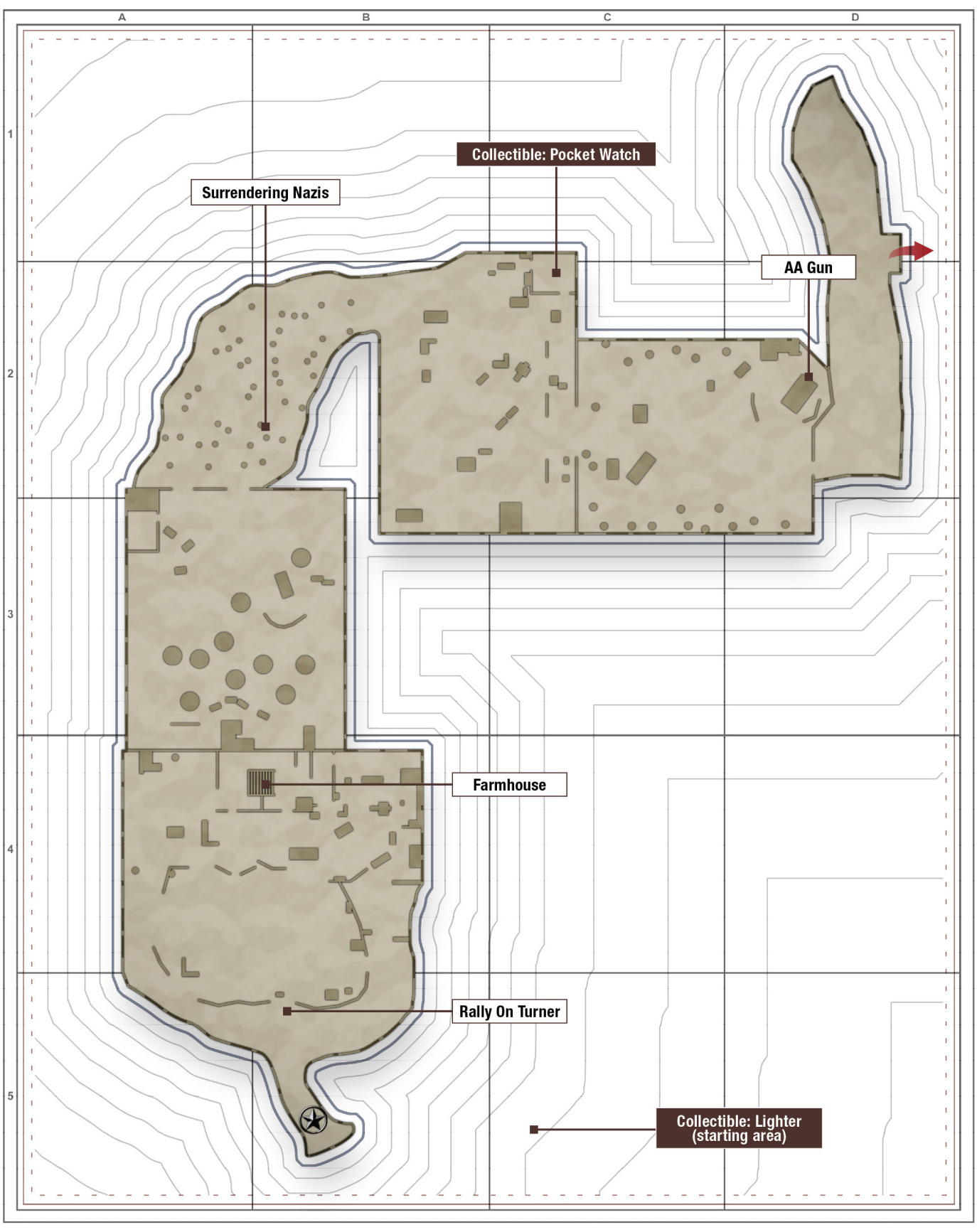
Mission Intel

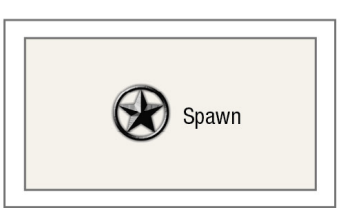
Operation: “Cobra”

Date: 7/25/1944

Location: Just outside Marigny, France

Journal Entry: It’s seven weeks since D-Day, we’re taking control of the roadways across France. Liberation’s coming soon.





OBJECTIVE: GET ON THE TANK

Somehow, your squad survived the beaches of Normandy. It’s been weeks since D-Day and it’s time to make a push further into France. When you regain control, walk up to the tank and “Activate” it to mount up.

MEMENTO: LIGHTER

Before jumping on the back of the tank,search the camp to the right of the starting area for a group of barrels. The Lighter memento sits on top of them.

OBJECTIVE: RALLY ON TURNER

Unfortunately, the Luftwaffe won’t let the Allies take France back easily. Suddenly, a bomber dips down and destroys the Sherman directly in front of your squad. After you dive off the tank, follow your squad up to Turner’s position at the front.

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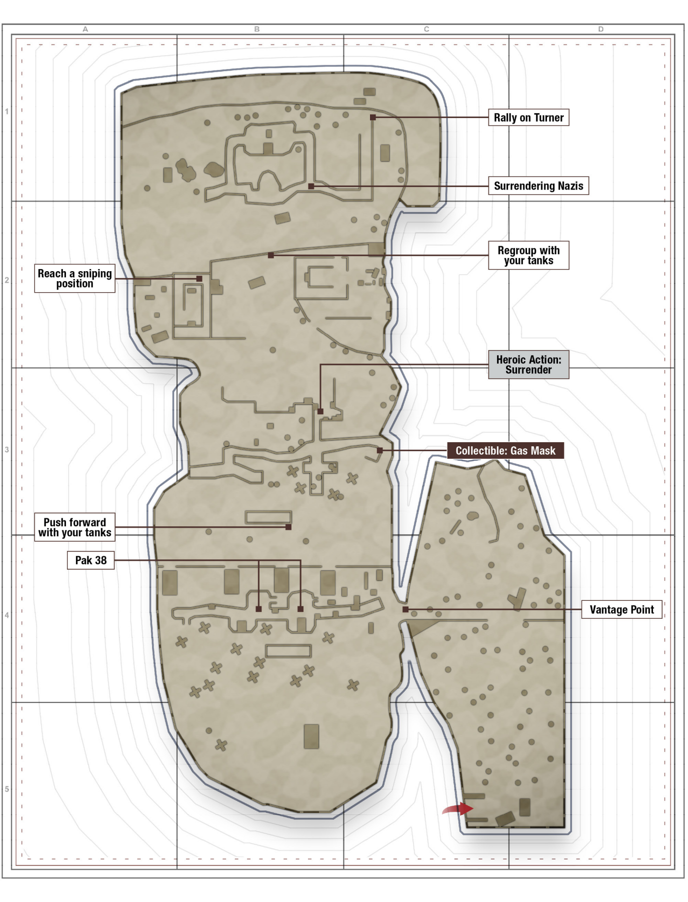
Mission 02: Operation Cobra

Objective: Reach the AA Gun



The Germans are completely entrenched in the farmhouse between your squad and the AA Guns.

FARMHOUSE

AIR INTEL — FRENCH FARMHOUSE

There are two routes through the farmhouse.

There is a major enemy machine gun nest on the second floor of the house. You can't do anything about it from the back of the area, so prepare a grenade and proceed down the rightmost path. Toss the grenade at the enemies here. You need to stay crouched (or prone) while advancing to avoid the gunshots from the farmhouse.

WAR IS HARD

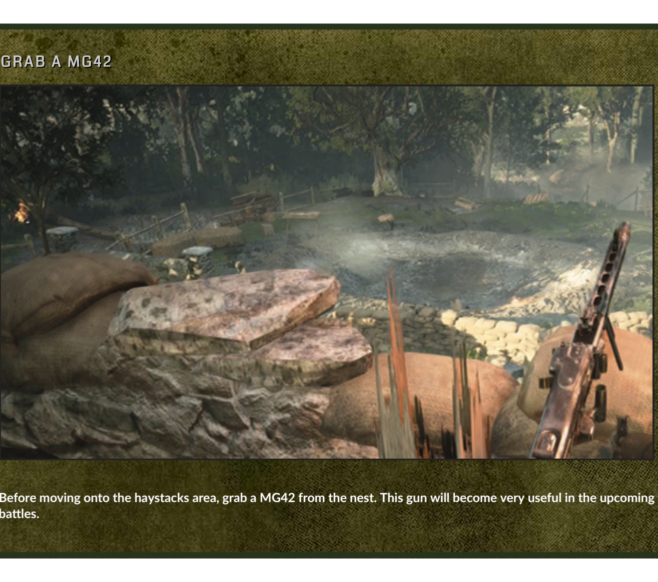
This section of the level is much harder than anything encountered in the previous level. In fact, it's a good gauge for things to come. If you find this section to be too difficult, there's no shame in lowering the difficulty in the Pause menu.

At the end of the path, locate the machine gunner on the second floor to the right. Aim up and take him out when the time is right. However, be cautious of extra reinforcements arriving from the farmhouse at the end of the road.

Move up the giant hay bale for cover. Pick off the enemies from here and secure the right side of the farmhouse. Continue to the stone window and shoot into the house. Carefully inch your way inside the house; you must enter the house to stop the enemies from attacking.

When Turner gives the all-clear signal, jump up through the rubble to reach the second floor. There are several med packs scattered around the inside of the farmhouse; pick them up if needed.

GRAB A MG42



Before moving onto the haystacks area, grab a MG42 from the nest. This gun will become very useful in the upcoming battles.

HAYSTACKS

About a dozen Nazis emerge from the back of the farmhouse defending from behind some haystacks. Your squad may jump down, but the smart thing to do is hang at the top of the farmhouse and pick off as many enemies as possible. After disposing of the enemies in the near and middle haystacks, it's safe to jump down and proceed forward.

Move cautiously up the left side of the field toward the wooden shack at the end. Use the haystacks for cover and pick off the enemies with your rifle.

Once the Germans start running, you can clear the field. Check the crater off to the right for a bonus med pack, too. Some Germans will surrender in the woods on the other side of the haystacks. Avoid shooting them to earn a Heroic Action. You can force them to surrender by approaching them while holding the Aim Down Sight button.

FARMLAND

You exit the woods and emerge in a large stretch of farmland. The target, the AA gun, is positioned in the field just ahead. There are only a few soldiers defending the AA Gun. Stay behind the overturned carts for cover and use your rifle to clear the area.

MEMENTO: POCKET WATCH

There is a memento hidden in the wooden shack at the back of this farm area. It comes in the form of a Gold Pocket Watch resting on a table. Pick it up before advancing on the gun.

OBJECTIVE: GET ON THE AA GUN

Approach the truck-mounted flak gun at the back of the field to automatically jump on the back of the truck.

HISTORICAL TIP: SD.KFZ. 10 TRUCK

Sd.Kfz. 10 trucks were a mainstay of the German war effort. These dependable trucks were used to transport troops, equipment, and even to mount heavy artillery. Tens of thousands of this vehicle were used by the Germans in the war effort.

OBJECTIVE: DESTROY THE ENEMY PLANES

The German planes are swooping overhead and attacking the tanks! Try to anticipate the patterns of the planes as they soar around in the sky. Although the flak gun can overheat, you can really lay on the fire before it gets too hot. Lead the planes with your shots as they fly through the air, firing just in front of them.

ACK ACK

To earn this achievement/trophy, you must destroy all the planes in this sequence. This is an extremely difficult task. We recommend playing on an easier difficulty when attempting this. By doing so, there's less worry about the planes killing you and more time to focus on taking down the planes as they arrive.

After shooting down a few of the Stuka planes, they turn and attack. The planes' guns will cut through the truck, so you need to proactively find and shoot down fighter groups before they dive-attack your position.

Zussman will call out clock positions just before a dive attack. When he shouts one out, make sure to swivel to that position and unload the flak before they can get a full run on your position.

OBJECTIVE: RALLY WITH YOUR SQUAD

After dismounting from the AA Gun, look for your squad and approach them to begin the second part of the mission.

OBJECTIVE: GET TO THE VANTAGE POINT

Follow the squad through the decimated apple orchard. There's an ammo crate off to the side just before the P-47 rubble. Up ahead is a downed P-47. Continue through the burning vegetation to reach the vantage point overlooking the valley. The Germans have a hard line of artillery crews destroying Perez's Sherman tanks.

OBJECTIVE: ELIMINATE THE GERMAN ARTILLERY CREWS

From the vantage point, look for the sniper rifle near the rock ledge. This will allow you to stay back behind cover while you pick off the artillery crews. Use Pierson's special squad ability to highlight the Germans fighting in the trench ahead.

For the first crew, hit the explosive gas cannons that are just visible near the back of the cannon. This will disable the first gun. Now, change your focus to the soldiers in the trench in front of this gun. Note that they will open fire on your position, making it difficult to survive even if you are in a prone position from the vantage point.

Now back away from the vantage point and focus on the crew of the second gun. Try to snipe the entire crew; take a few steps back from the edge and start shooting. When Pierson gives the all-clear signal, jump down into the trench.

AMMO REFILL

There's a box full of unlimited ammunition in the middle trench. Make sure to grab it while you're waiting for the tank line to clear.

OBJECTIVE: STACK UP BEHIND ONE OF THE TANKS

Before stacking up, search the trench for ammo and med packs; your mission here is far from over! Move up and behind the leftmost tank in the line for some additional cover as the tanks advance.

OBJECTIVE: PUSH FORWARD WITH YOUR ARMOR

Don't worry so much about helping out the tanks. They will slowly advance on their own, cutting down the advancing Germans. On Veteran difficulty, be ready to toss back enemy grenades; the Germans throw them at your position in regular intervals. Once Perez gives the all-clear signal, get behind one of the tanks as it drives over the trenches and the ridge.

MEMENTO: GAS MASK

Before proceeding past this trench, head all the way down the trench to the right. At the rightmost corner, look for a dead Nazi; grab his Gas Mask for a memento.

The Germans are in full retreat. Stay with the tanks as they advance. Soon, they will encounter a second line of cannons; this time, your squad is tasked with flanking the line and clearing the way once again.

OBJECTIVE: GET TO HIGH GROUND TO ELIMINATE ENEMY ARTILLERY

HISTORICAL TIP: PAK-38 50MM ARTILLERY CANNON

The Pak-38 fires a huge two-pound, 40mm round. It was designed by Germany to destroy the new generations of tanks unleashed during WWII. The guns were widely used to hold lines on the battlefield and were capable of firing armor-piercing rounds at a distance of 500 yards.

DOSSIER – COLONEL GEORGE DAVIS

Age: 52

Height: 5' 10"

Born: Vonore, Tennessee

The son of a New York entrepreneur and a wealthy Tennessee southern belle, George Davis became fascinated with religion at a young age. He was intrigued by the charisma of the Baptist pastor at the family church and the spiritual tales of the Cherokees, who lived on the great Tellico River near the rambling mansion where he spent his youth.

After his father passed away from complications of pneumonia, George became disillusioned with religion. He dropped out of the School of Theology at Union University and entered West Point.

In World War I, he fought bravely under General "Black Jack" Pershing. He also developed a grim respect for the German forces and the power of their nationalism. Despite his grit, he still has the air of a minister.

Follow your squad to the nearby wooden fence. Sprint to find cover behind the stone fence and engage the enemies who are defending the side of the destroyed house.

Proceed up to the yard and watch the machine gunner on the second floor of the house. He's waiting for your squad and will open fire. Use a rifle to take him down. Eventually, Zussman leads the squad up to the second level of the house, past the dead gunner. Look for a weapon leaning on a wall.

OBJECTIVE: GET TO HIGH GROUND TO ELIMINATE ENEMY ARTILLERY

Use a scoped weapon to spot the three artillery targets across the valley. The cannon operators are defended extremely well. Instead of trying to target them, aim for the stacks of ammo next to each of the cannons. Look for stacked yellow cylinders to the right or left of the cannon; one round is all it takes to destroy each of the artillery nests!

There are still a few Germans left in the trench. Move up with your squad to dispose of them.

OBJECTIVE: GET TO CHARLIE COMPANY

When the unit's CO arrives, you receive new orders. Now it's time to reinforce Charlie Company. Luckily, you don't have to do this leg of the journey on foot. While driving the vehicle, keep it gunned and try to avoid hitting walls or other obstacles (hitting Nazis is OK).

VEHICLE CONTROLS

While driving the vehicle, press the Fire button to accelerate and use the Aim Down Sight button to brake.

When Zussman grabs the wheel, it's your turn to take the gun. Focus your fire on the Germans attacking from all sides. First, try to destroy the vehicles, then turn your attention to the soldiers in the house before they can launch rocket rounds. You need to get through this section with most of your health in order move to the next objective.

OBJECTIVE: CLEAR THE HOSTILES

Once you arrive in the town, Zussman drives around in circles. Do your best to maintain fire on the enemies as they scramble to avoid the vehicle. Keep your gun low, as Charlie Company is positioned up high in the middle house.

THE PADDLE

Complete Operation Cobra to unlock this achievement/trophy.

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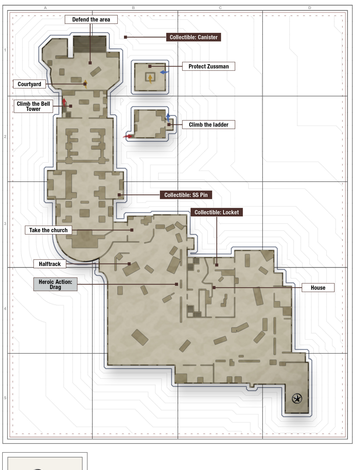
Mission 09: Stronghold

Overview



Mission Intel

Date: 7/26/1944

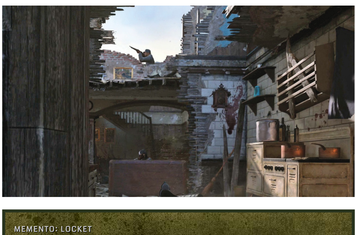
Location: Marginy, France

Journal Entry: *Can't believe I'm fightin' alongside Zussman again. He's holdin' up all right, considerin' we just blasted through miles of Hedgerows. You'd think Pierson might go a little easier on 'im. You'd be wrong.*

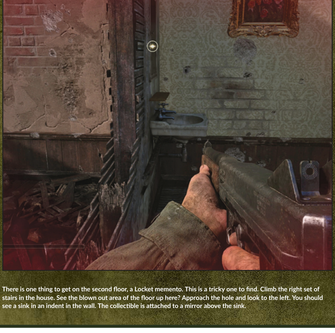
OBJECTIVE: TAKE THE CHURCH

No time for elaborate planning; Marigny is a warzone. It's your squad's job to advance on the enemy and take their emplaced defenses in the nearby church.

Activate Aiello's special ability to get a mortar-marking grenade. Follow Pierson's directions to flank right. Move around the back of the right wall and toss a smoke grenade inside. There are Germans on the outside, as well as firing from windows. The M1928 SMG isn't the best at long-range, so don't try to shoot at any enemies who are positioned beyond the near side of the structure.



MEMENTO: LOCKET



There is one thing to get on the second floor, a Locket memento. This is a tricky one to find. Climb the right set of stairs in the house. See the blown out area of the floor up here? Approach the hole and look to the left. You should see a sink in an indent in the wall. The collectible is attached to a mirror above the sink.

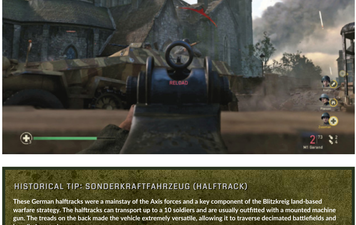
When it's mostly clear, crouch down and cross the street. Look for an enemy weapon and use it as your alternate weapon. As you approach the house, use a rifle to pick off enemies firing down from the second floor. Next, switch back to the SMG (or similar weapon) and defend against any remaining Germans inside the building.

With the building clear, you can ignore the second floor and head back out into the street on the other side. This leads to the base of the church. The Germans have a heavy defense set up along the bottom. Find cover behind the stone wall and shoot any Germans who appear.

TWO BIRDS, ONE STONE

Early in this battle, several Germans arrive in a vehicle. Toss a grenade inside (or close to) the vehicle to kill several Nazis at once.

When orders arrive to rescue a wounded soldier, crouch low and press the Activate button to drag the soldier into the safety of the nearby building. Shortly after saving the wounded soldier, a German halftrack arrives.



HISTORICAL TIP: SONDERKRAFTFAHRZEUG (HALFTRACK)

These German halftracks were a mainstay of the Axis forces and a key component of the Blitzkreig land-based warfare strategy. The halftracks can transport up to a 10 soldiers and are usually outfitted with a mounted machine gun. The treads on the back made the vehicle extremely versatile, allowing it to traverse decimated battlefields and heavily forested areas.

As the vehicle comes into view, focus on picking off the soldiers inside the halftrack. When the threat is clear, run up and use the mounted machine gun to eliminate the Germans in the destroyed building across from the church.

HALFTRACK GUNNER

Normally it's a bad idea to utilize an emplaced gun on the harder difficulties. In *Call of Duty: WWII*, however, the halftrack provides extra protection from incoming enemy fire. As long as you pick off the enemies in quick fashion, this is a very effective way to clear a path.

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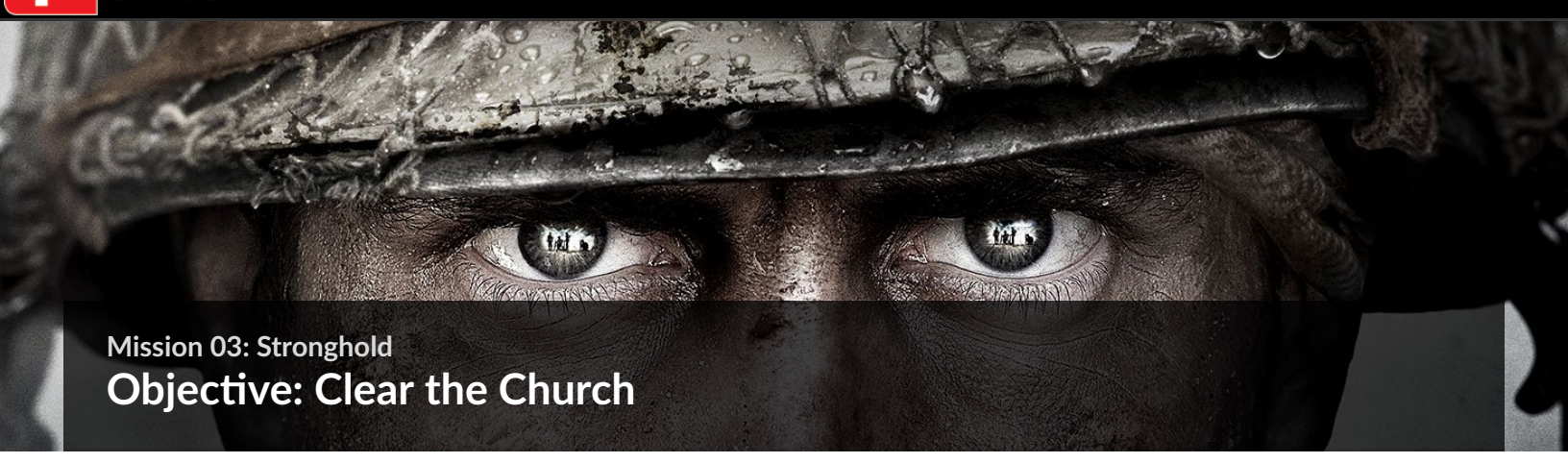

Mission 03: Stronghold

Objective: Clear the Church

Move to the church's front door and press the Activate button to bust it down. Don't let the quiet of the church fool you, though; this is a Nazi trap!

Find some good cover off to the side of the church. Don't try to take cover behind the pews or other wooden obstacles here, as machine gun fire will tear through these weaker objects. Instead, move to the left side of the area to find a stack of empty ammo crates. There are two soldiers directly ahead and one on the balcony above to the right. With that threat gone, it's safe to jump over the crates. Use the rubble near the piano to stay behind cover and begin clearing out the ambush.

When you've killed enough Germans, a second round of reinforcements arrives – including a flamethrower soldier! Stay behind cover near the piano and take potshots at the enemies from here.

FLAMMENWERFER

These flamethrower soldiers are extra tough. They can take multiple shots to the head and several to the body. Keep firing at them until you see the red "x" flash on the damage crosshair.

Eventually, the Flammenwerfer will charge out from cover. When this happens, unload on him with your rifle (or other weapon of choice) until he falls.

Switch to your SMG and jump over the rubble near the piano and move up the left side of the church. There will likely be several Germans still defending the center area of the church. Move carefully from pillar to pillar, killing anything that moves out of cover.

When you're within range, toss a grenade into the next room where the platoon's commanding officer resides. With a bit of luck, you can take out both the commander and his body guards with one grenade.

MEMENTO: SS PIN

Before leaving the church, explore the right side of the church. (The opposite side of what we recommended you fight on.) You will see a blown out crater. The SS Pin is located in a small, square hole towards the rear of the church, inside the crater.

OBJECTIVE: SCOUT THE COURTYARD

Activate the door and Zussman and Aiello will exit from the rear of the church.

OBJECTIVE: CLIMB THE BELL TOWER

Follow Pierson up the church stairs to the second floor. Pierson leads Stiles and Daniels up the tower to a sniper perch. Conveniently, there is a German sniper rifle already placed here.

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Mission 03: Stronghold

Objective: Protect Zussman

Zussman and his crew are drawn on the street below. You must keep the Germans away from him so he can advance and take out the flak guns. Throughout this section, a circular timer will appear around Zussman's objective icon. Keep an eye on that semi-circle. If it vanishes, Zussman will die and the mission will end in failure.

PERSON'S HELPFUL EYE

Tap can activate Pierson's squad ability during this sequence. Use it if you have trouble spotting the enemy.

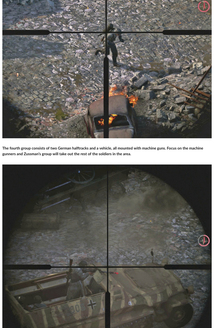
MARKSMAN

Earn the Marksman badge by finishing the Zussman sequence without missing a shot. Avoid firing at moving enemies; instead, use careful aim and lots of focus to hit all the targets.

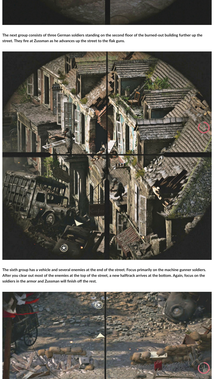
There are six groups:

The first group is the Germans behind the sandbags directly in front of Zussman.

Next, three snipers (dressed in ghillie suits) arrive in the building directly across the square. They emerge from the blown-out holes in the walls and roof. If you have trouble locating them, look for their scope flashes and bullet tracers.



The next group appears from the left, led by a flamethrower enemy. Focus on the Flammenwerfer; it will take at least two shots to bring him down.



The fourth group consists of two German halftracks and a vehicle, all mounted with machine guns. Focus on the machine gunners and Zussman's group will take out the rest of the soldiers in the area.

The next group consists of three German soldiers standing on the second floor of the burned-out building further up the street. They fire at Zussman as he advances up the street to the flak guns.

The sixth group has a vehicle and several enemies at the end of the street. Focus primarily on the machine gunner soldiers. After you clear out most of the enemies at the top of the street, a new halftrack arrives at the bottom. Again, focus on the soldiers in the armor and Zussman will finish off the rest.

FOCUSED FIRE

When firing a sniper rifle, enter focus mode to dramatically increase your accuracy and slow down time. This is vital for killing a few enemies before Zussman's down runs out. Look at the top right of the HUD for the button to enter Focus mode on your platform.

OBJECTIVE: ESCAPE THE CHURCH

After successfully keeping the street safe for Zussman, step away from the window to begin a quick-time-event sequence. Prepare for another "aim" type challenge to avoid the falling tall.

When you regain control, head down the ladder you climbed to reach the top of the tower. Rapidly press the on-screen button to get out from under the fallen beam. Sprint after Pierson as he moves to escape the church.

OBJECTIVE: DEFEND THE AREA

The Germans have mounted a massive counterattack. Search the ground near Pierson to find a flamethrower. It will be vitally important. There is also an MG Garand with a grenade launcher, which makes for a good alternate weapon. Note that Stiles' morale ability will activate around this point in the mission.

MEMENTO: CANISTER

This Canister is located down the right stairs in some rubble on the right. Grab it before the Germans start advancing. At moving down the right side becomes deadly once the defense begins.

AIR INTEL—LAST STAND AT THE CHURCH

The Germans attack from both the rubble and the stairs on the right.

Use a combination of your regular weapon and frag grenades to slow down the German advance coming up the right side. Fire from the cover next to Pierson and back away from the wall when it's time to reload.

When Pierson yells, "The Krauts are going to try to overrun our positions," switch to the flamethrower and pour fire over the right wall to stop them from getting any further.

You will take damage in this part of the mission. Retreat back to the rear of the area to pick up and use med packs. There are several in the area to keep your stock relatively high.

After you stop the initial wave, switch to the left side of the building. At this stage, enemies will regularly charge up both sides. Listen closely to Pierson to figure out which side is in the most danger.

If the enemies start to make it to the upper area, retreat back to some cover at the back of the area to heal up. But don't retreat for too long; use your flamethrower to push back the advancing enemies. After disposing of all the enemies, you will reach the next checkpoint.

VETERAN DIFFICULTY

This section is extremely difficult on Veteran difficulty. You need to constantly stay on the move, be aware of where the enemies, and have a bit of luck. You can use a couple of things to your advantage. First, you cannot hurt yourself with your own flames, so don't worry about walking over or through burning enemies. Two, you can use frag grenades to slow down enemies. They will attempt to evade grenades, giving you to time to heal cover and heal.

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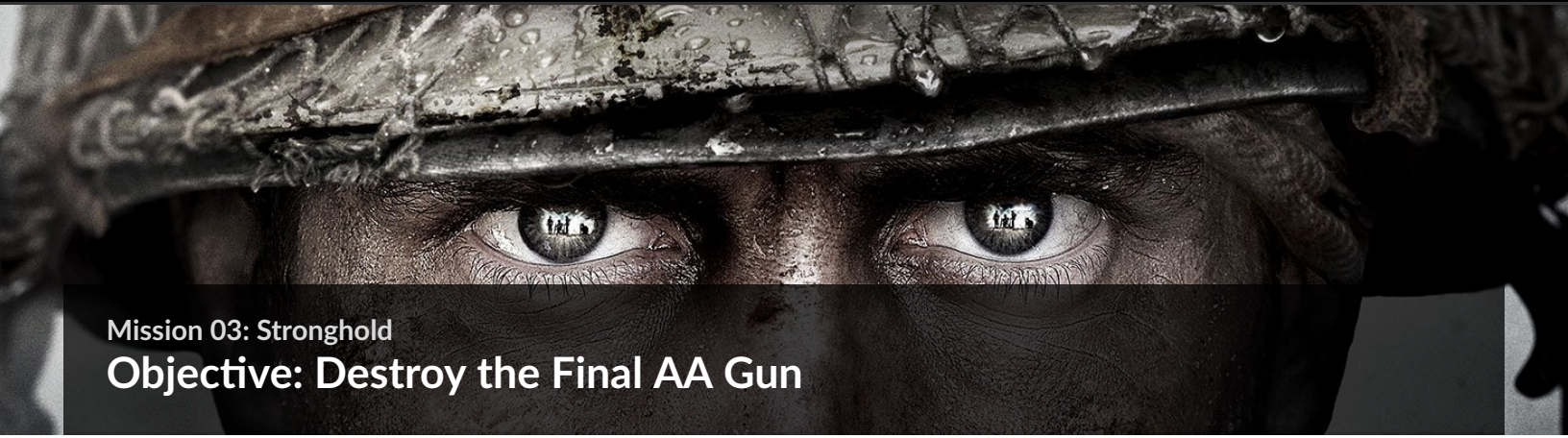

Mission 03: Stronghold

Objective: Destroy the Final AA Gun

After you've cleared a few groups of Nazis, you are ordered to take out a halftrack. The halftrack appears on your objective screen at the back-left of the area. You can toss a grenade in that direction by peering over the middle barbed wire section and arcing a grenade into the back of the truck. You just need to get close to achieve success. If you need more grenades, you can get them from Stiles. Once that is complete, you need to hold out for a few more seconds for your P-47s to arrive.

NO SANCTUARY

Complete Stronghold to unlock this achievement/trophy.

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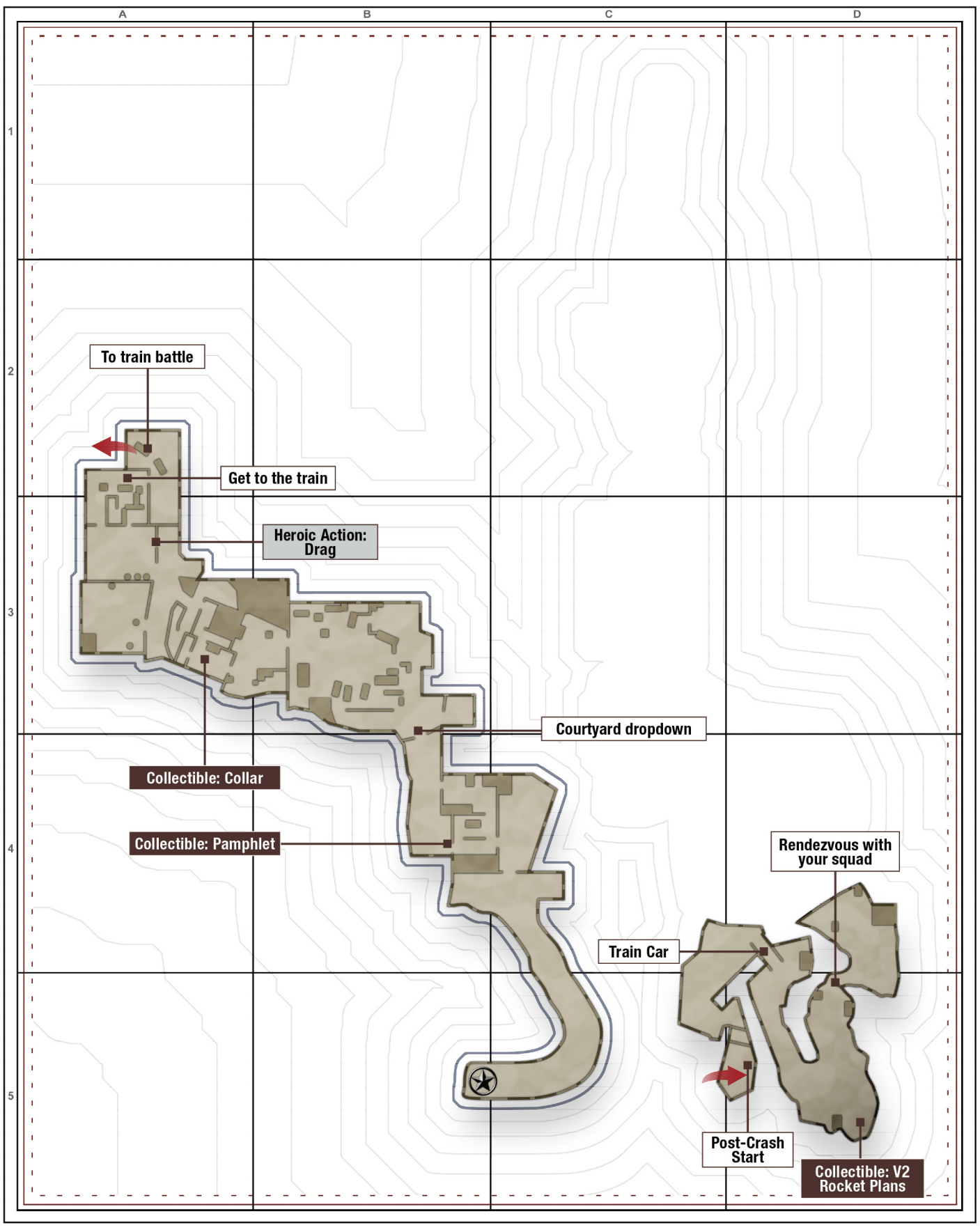
Mission 04: S.O.E.

Overview



Spawn

Mission Intel

Operation: "S.O.E."

Date: 8/20/1944

Location: Near Argentan, France

Journal Entry: *For two weeks we've been tightening the noose around the last escaping Krauts as we roll toward Paris. But like a cornered rattler, you can bet they've got one last strike.*

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Mission 04: S.O.E.

Objective: Stop the Train

This is the game's first stealth mission. It is a huge benefit to get through these stealth sections without alerting the enemies, because the Germans will often send large groups of enemies and even dogs if you set off the alarm.

Dossier – Arthur Crowley

Age: 40

Height: 5' 11"

Born: London, UK

Arthur's parents were Alfred and Ethel, a police chief and pediatric nurse. Arthur was educated at Oxford and, at the age of 18, undertook an apprenticeship as a coal-miner in Kent. After studying mining engineering, he joined the firm of Billings and Thomas Ltd., manufacturers of mining equipment. Always of an athletic bent, and feeling a close connection to military service (a family tradition), he felt it was his patriotic duty to join the British Expeditionary Force when it was established in 1938.

In 1940, as part of the BEF's retreat to Dunkirk, he was captured along with 79 other British and French soldiers by the 1st SS Division Leibstandarte, but managed to escape. Making his way to the beach, his bravery in attempting to repel the German onslaught earned him the title, "The Hero of Dunkirk," but he carries deep emotional scars from the battle.

Crowley, burning with desire to avenge his fallen comrades, joined the Special Operations Executive shortly after Dunkirk.

At the start of the mission, crouch down and follow Pierson and Turner as they proceed down the hill. Use your knife to kill the guard. Next, use the grease gun to eliminate the soldier driving the truck.

STEALTH OPERATIONS

Stealth in *Call of Duty: WWII* is very straightforward. If an enemy sees you, a white iron cross appears on-screen. If this pop-ups unexpectedly, immediately find cover away from the icon to avoid being fully spotted. When the cross turns red, this indicates that the enemy sees you and will immediately alert others.

OBJECTIVE: INFILTRATE THE COURTYARD

Follow Crowley into the house. Stay in a crouched position and approach the German soldier as he walks past. Press the Melee button while behind him to engage in a stealth kill.

MEMENTO: PAMPHLET

This Pamphlet is located outside the house in a bucket near several guards. It is difficult to collect this item without killing a bunch of guards and alerting the patrol. However, if you do so, you can always restart the mission to keep the stealth up.

HISTORICAL TIP: THE FRENCH RESISTANCE

When the Germans invaded France, they established the Vichy government. The Vichy were loyal to Germany and served to do their bidding during the war. However, not all of the French would allow the Germans control without a fight. *La Resistance* used guerrilla tactics throughout the war to thwart the Germans' plans throughout France.

Vivian steps forward and gets the next soldier patrolling outside. Score another melee kill on the guard standing by the fence.

» AIR INTEL – ANTIQUE COURTYARD

The Germans patrol in this area is somewhat stationary, allowing you to easily get the drop on most of them.

Directly ahead is a German with his back to you examining a mirror. Wait for the vehicle and its escort to move past. Perform a melee attack on the soldier slowly following the vehicle.

Now return to the left wall. Move up a little to see a guard examining a painting on a wooden table. Wait until the guards in front of him move away, then sneak up for another melee kill.

Two guards stand near a burning trashcan. Instead of trying to confront them, go to the dried riverbed to the left. Quickly move past them by using the water grate.

This leads to the back of a house. Locate several guards sitting around a campfire. Wait for the soldiers to move through the house. When the coast is clear, move around the left side of the house.

This leads to a window in the side of the house. Wait for the guard on the inside to turn and walk away.

Jump through the window and execute the guard inside. At the back of the house, rendezvous with Vivian and Crowley.

MEMENTO: COLLAR

A Collar is located on top of the piano in this house. It is near the first guard you execute inside. Look for it on the left.

STATIONHOUSE

Unfortunately, someone didn't tell your reinforcements that the train assault was supposed to be a covert mission. An army convoy arrives and runs over several Germans who are talking in the street.

You must now fight the enemies here and head to the train before it takes off. Approach the stone wall and two German Shepherds attack. Dispose of the dogs first before focusing on the enemies outside the station.

Toss a frag grenade into the area outside the station, then throw a smoke grenade to conceal your approach to the station door. Once at the station, detach the silencer on the Grease Gun to get some increased stopping power.

There should still be several German soldiers guarding the inside of the station. Use a frag grenade to flush them out. Listen for the arrival of the train, though; you must get to the door on the other side before the time runs out. Activate the rear door to get to the train.

TRAIN CHASE

Once in the vehicle, try to keep the train within view to successfully pass this section of the level.

SUNDAY DRIVER

You can earn a special achievement/trophy by completing the driving sequence without hitting any obstacles. Playing on Recruit difficulty makes this sequence much easier, since you can drive slower without losing the train.

You can get a basic idea of where to go by looking at the top of the screen for the general direction of the train. However, it's important to avoid hitting any large obstacles and ensure you don't accidently turn the vehicle around.

Although the incoming fire from the train is deadly, it is wildly inaccurate, so don't worry about getting shot by the gun as long as you keep your finger on the gas.

TRAIN BATTLE

Zussman eventually takes the wheel. When this occurs, it's time to take control on the gun and mow down the Germans attacking from the train. This section is extremely chaotic; you may be tempted to hold down the gun in an attempt to kill as many enemies as possible. Unfortunately, the machine gun can overheat and, if this happens, you are done for. To increase your accuracy and avoid the prospects of overheating, focus on an enemy parallel or ahead of the vehicle.

STAY CALM!

Focus fire on enemies with machine guns and panzers as they are the most immediate threat. Try to avoid using Aim Down Sight, though, as this limits the damage you can do as your vehicle darts around the battlefield. You can also shoot any fuel cars to detonate them and kill the soldiers onboard.

The deadliest part of the train ride is the second to last car, which contains two machine gunners. Luckily, this car appears just after a checkpoint. Target this car with suppressing fire as soon as it is within range to avoid taking a lot of damage from the machine guns.

Now it's time to prepare for a couple of quick-time events. At the end of the chase, a grenade is tossed in your vehicle. You must thread-the-needle to toss the grenade out. This triggers another quick-time event, so prepare to press the Jump button to evacuate the vehicle before it gets crushed underneath the locomotive. Train stopped, objective complete!

OBJECTIVE: RALLY WITH YOUR SQUAD

After a short combat sequence, climb through the wreckage and follow your new French ally to meet back up with the rest of your squad. Unfortunately, some Germans have already recovered from the crash. As you hurdle the wreckage to the next area, some enemies begin a counterassault.

This area is straightforward. Just follow the Resistance fighter with Zussman. As you reach each new area, a few Germans will be defending. Pick them off with your rifle. If you don't have a rifle, get one from a downed Nazis.

Remember to use Zussman's Squad ability as soon as it unlocks. This will allow you to keep a full store of first aid kits.

MEMENTO: V2 PLANS

When you get to the area where a dog attacks, search the back corner of the refuge for a perfectly laid out set of V2 Rocket Plans. This is the area just before you jump over the log to rendezvous with your squad. If you see this log, you've gone too far; head back.

LAST STOP

Complete this level, S.O.E., to unlcok this achievement/trophy.

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Mission 05: Liberation

Overview

Mission Intel

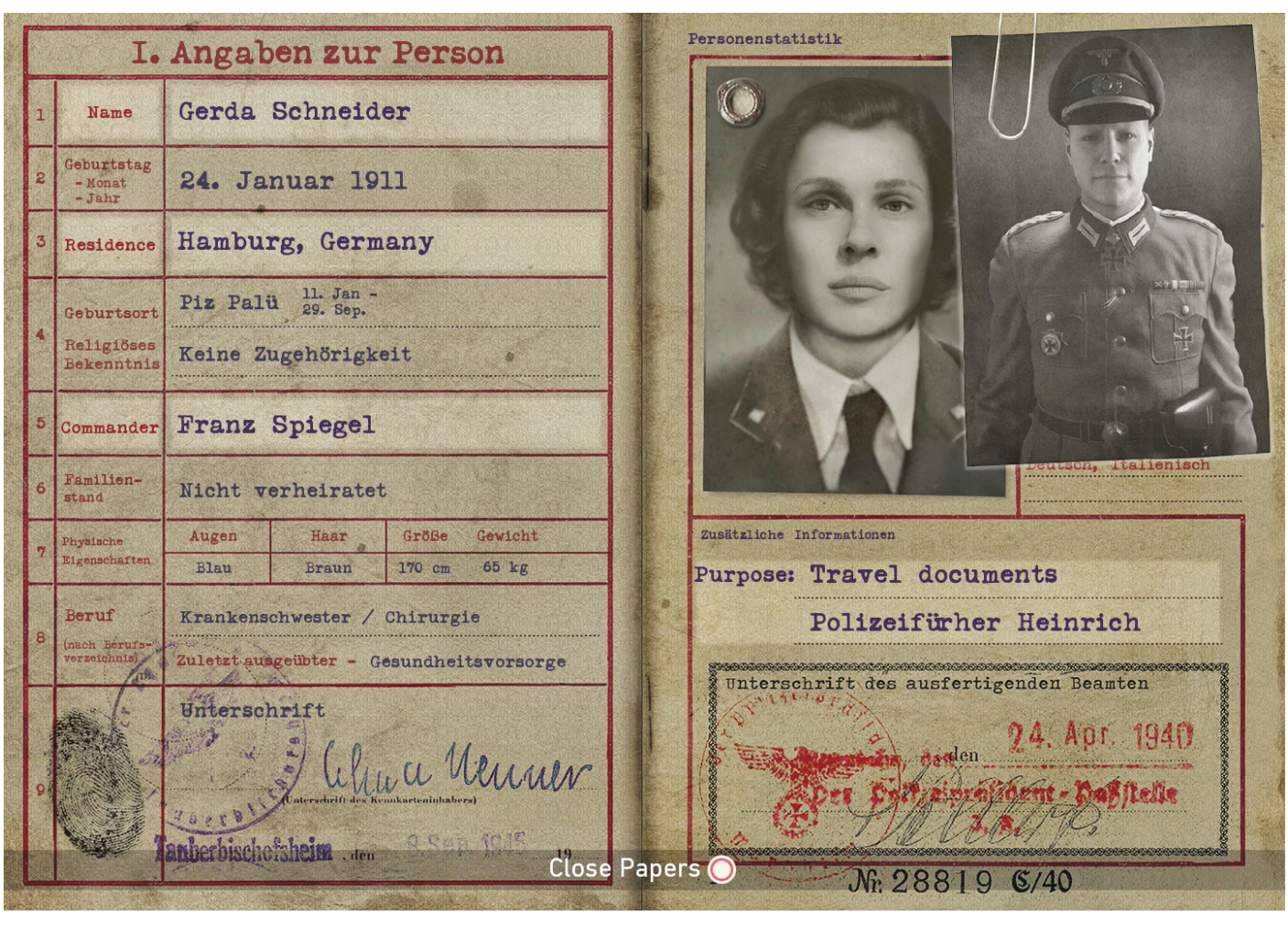
Operation: "Liberation"

Date: 8/25/1944

Location: Paris, France

Journal Entry: *This is it. We're going to liberate Paris. The French 2nd Armor Division and the U.S. 4th Infantry arrive at dawn…*

At the start of the mission, Crowley briefs Rousseau on her undercover story. Once you receive the basics, press the on-screen prompt to pull out your papers.



We've included a large image of the papers here for your reference, so you don't have to stop the game to refresh your memory. This will make this section of the game much easier to pass without making a mistake.

Dossier – Camille Denis a.k.a. Rousseau

Age: 19

Height: 5' 4"

Born: Allegre, France

Rousseau (her nom de guerre) was born Camille Denis in southern France. Her father, Lucien, was a Justice of the Peace who was a keen photographer and decorated soldier who fought in World War I. As the only daughter of four siblings, Rousseau is used to holding her own in a world of men. Her father inspired her nationalism.

When she turned 15, she left for Paris to study social anthropology. She obtained degrees from the École Pratique des Hautes Etudes and the École du Louvre.

When France is invaded by Germany, she is enraged by Marshall Petain's call for capitulation and immediately joins the resistance.

Papers, Please

Follow Crowley up to the checkpoint and hand your papers over to the Gestapo officer at the checkpoint. In German, he will ask you what the purpose of your visit is. The correct answer is "Travel Documents."

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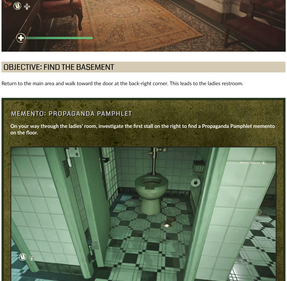
Mission 05: Liberation

Objective: Search for Officer Fischer

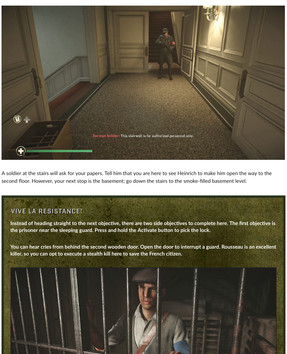
The next objective is to find Officer Fischer. This section of the game is largely a break from the normal combat. While the danger is very real, there is no way to fight out of the situation if your cover gets blown. Any mistakes when talking to officers will result in a mission failure.

The first objective is to locate a German officer who can tell you where Fischer is located. Any officer will do; look for a soldier with the same gray uniform Crowley is wearing. The closest officer is at a desk down the right hallway from the entrance. Talk to him and ask about Fischer. He indicates that Fischer is in the basement.



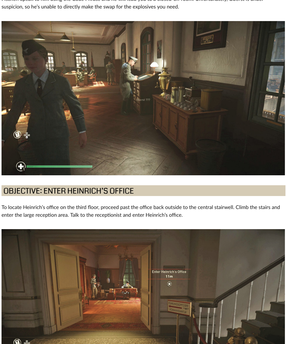
OBJECTIVE: FIND THE BASEMENT

Return to the main area and walk toward the door at the back-right corner. This leads to the ladies restroom.

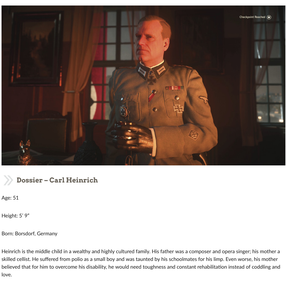


Exit the restroom via the opposite door. This leads to a hallway. Follow the hallway until you see the stairs leading down to the basement.

A soldier at the stairs will ask for your papers. Tell him that you are here to see Heinrich to make him open the way to the second floor. However, your next stop is the basement; go down the stairs to the smoke-filled basement level.



In the basement's large main room, there are four soldiers drinking at a wooden table. Ignore them for the time being and talk to the officer leaning on a crate. Ask him about Fischer; he says to go upstairs to the second floor.

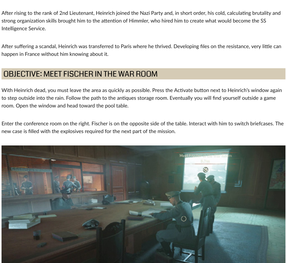


OBJECTIVE: REACH THE SECOND FLOOR

Return the way you came, and continue up the stairs to the second floor.

OBJECTIVE: FIND YOUR CONTACT

Once on the second floor, look for another German officer working on a drawing table against the far wall. This is Oberst Fischer. Speak to him using the Code Phrase and he will lead you to a closed-off room. Unfortunately, Oberst is under suspicion, so he's unable to directly make the swap for the explosives you need.



OBJECTIVE: ENTER HEINRICH'S OFFICE

To locate Heinrich's office on the third floor, proceed past the office back outside to the central stairwell. Climb the stairs and enter the large reception area. Talk to the receptionist and enter Heinrich's office.

Move to the window and press the Activate button. This starts an in-game sequence when Heinrich arrives. When Heinrich mentions Gruber, it's a trap! Be sure to correct him that it was Spiegel who sent you before the timer runs out.

When Heinrich reveals he knows who you are, prepare to move the analog stick over the glass bottle and then press the Reload button to stab Heinrich.

Dossier – Carl Heinrich

Age: 51

Height: 5' 9"

Born: Bonsdorf, Germany

Heinrich is the middle child in a wealthy and highly cultured family. His father was a composer and opera singer; his mother a skilled cellist. He suffered from polio as a small boy and was taunted by his schoolmates for his limp. Even worse, his mother believed that for him to overcome his disability, he would need toughness and constant rehabilitation instead of coddling and love.

Although he recovered, the scars of her verbal and physical abuse never healed. Instead, they manifested as a ruthless drive to succeed at any cost and a lack of empathy for others.

Aside from experiencing taunts and abuse for his physical ailments, schoolmates attacked him over rumors that his grandmother was Jewish. These attacks, combined with the anti-Semitism of his Protestant parents, led him to a deep contempt for Jews.

He first acted on this hatred after joining the Freikorps as a young man. This early taste of organized violence served him well when he joined the army after his family fell into destitution following Germany's defeat in World War I. Never one to give up, Heinrich schemed his way through the ranks, but still suffered taunts for his elite, cultured mannerisms, and his love of music.

After rising to the rank of 2nd Lieutenant, Heinrich joined the Nazi Party and, in short order, his cold, calculating brutality and strong organization skills brought him to the attention of Himmler, who hired him to create what would become the SS Intelligence Service.

After suffering a scandal, Heinrich was transferred to Paris where he thrived. Developing files on the resistance, very little can happen in France without him knowing about it.

OBJECTIVE: MEET FISCHER IN THE WAR ROOM

With Heinrich dead, you must leave the area as quickly as possible. Press the Activate button next to Heinrich's window again to step outside into the rain. Follow the path to the antiques storage room. Eventually you will find yourself outside a game room. Open the window and head toward the pool table.

Enter the conference room on the right. Fischer is on the opposite side of the table. Interact with him to switch briefcases. The new case is filled with the explosives required for the next part of the mission.

OBJECTIVE: RENDEZVOUS WITH CROWLEY

There's no helping Fischer out of this situation. Exit the conference room the way you came in and follow the objective marker back downstairs.

Upon entering the downstairs area, a Gestapo agent demands to see your papers. You can either present your papers, or wait for the timer to elapse. Either way, Crowley steps up behind the German and stabs him with a knife.

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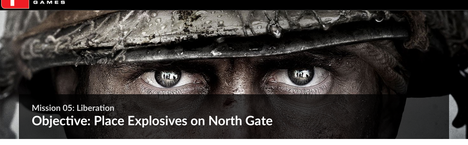
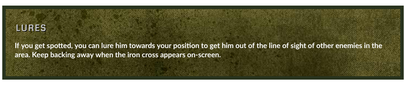


Mission 05: Liberation

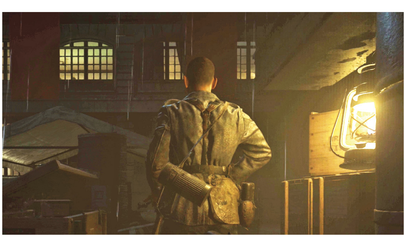
Objective: Place Explosives on North Gate

This next area involves a stealth approach. You must remain undetected to survive. The stealth meters work identically to how it worked on the previous level. If a German spots you, an iron cross appears on your HUD. Get out of his view before the meter fills to avoid detection.



The Stealth Approach: Scale the ledge off the left part of the balcony.

Drop down behind the soldier below. Wait for the guards directly ahead to pass through to the door. Perform a melee kill on the soldier with his back turned toward you.



There is a guard patrolling ahead off to the left. Wait for him to turn away from you behind the truck. Move against the far wall.

The safest thing to do is wait until the guard moves away from the back of the truck and then sneak around the side to the back area. If you want to kill this guard, lure him into a darker area first.

Pick the lock of the door to the right. This leads to a well-lit hallway; wait for the guards to walk past. Step into the next room to rescue Oberst before he is executed.

Exit down the hallway back outside to find a truck. Move behind the truck and silently kill the guard located there.

Press the Activate button on the doors to plant the first bomb.

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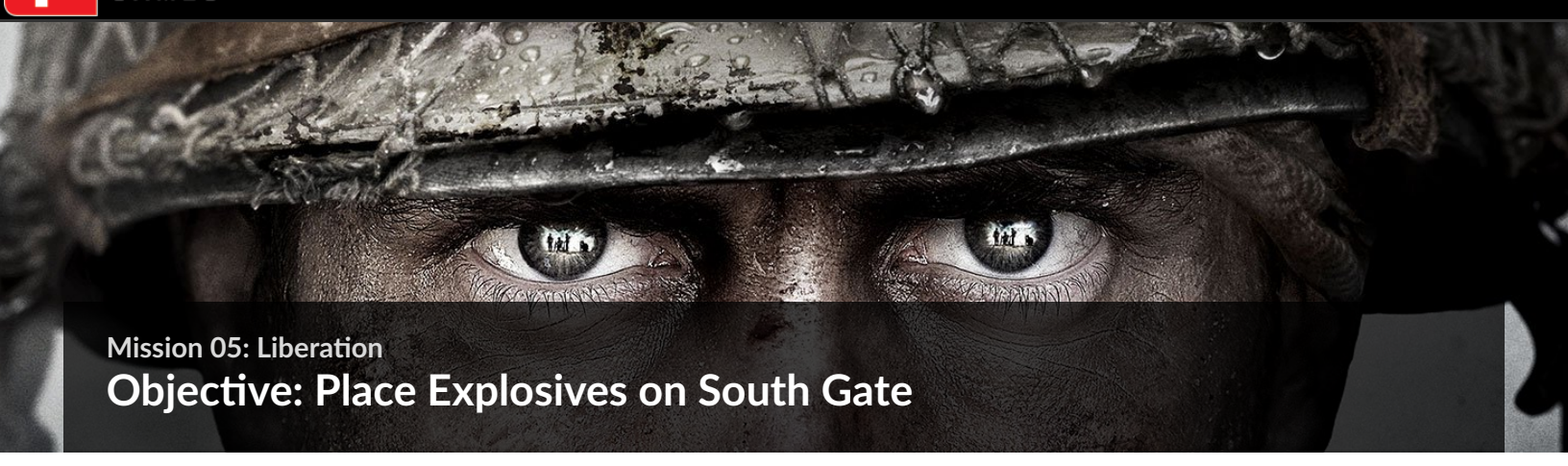


Mission 05: Liberation

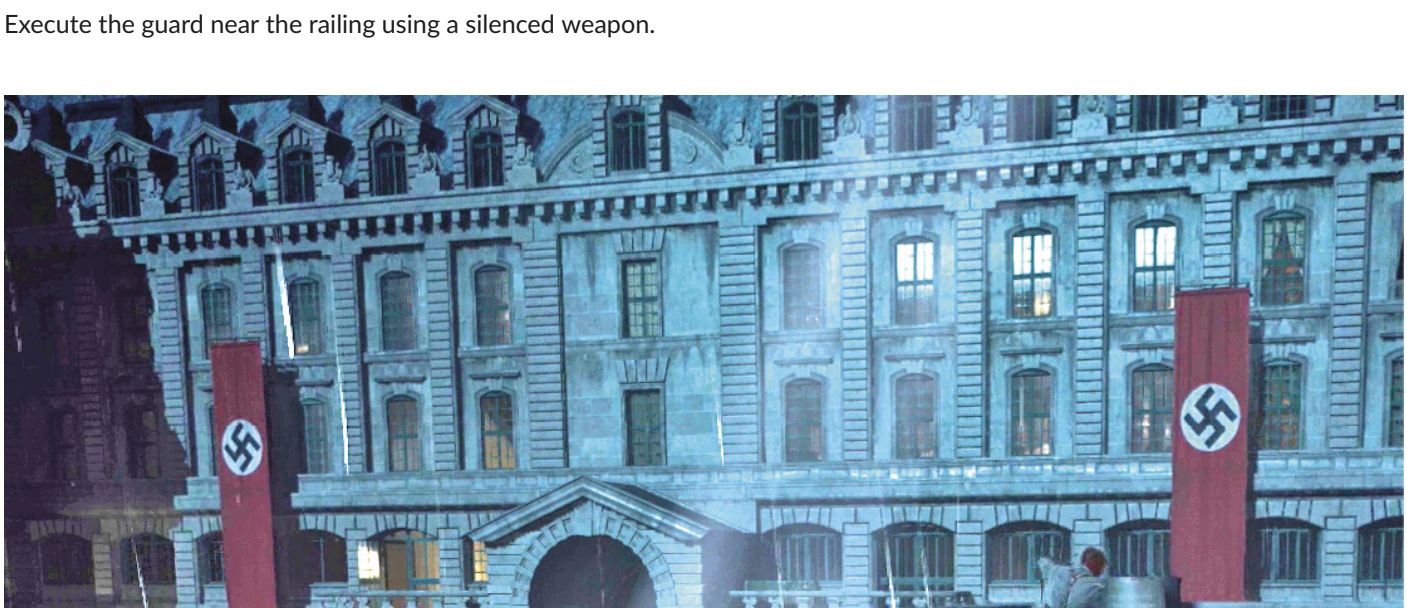
Objective: Place Explosives on South Gate

Pick the wooden door on the right; this leads back inside.

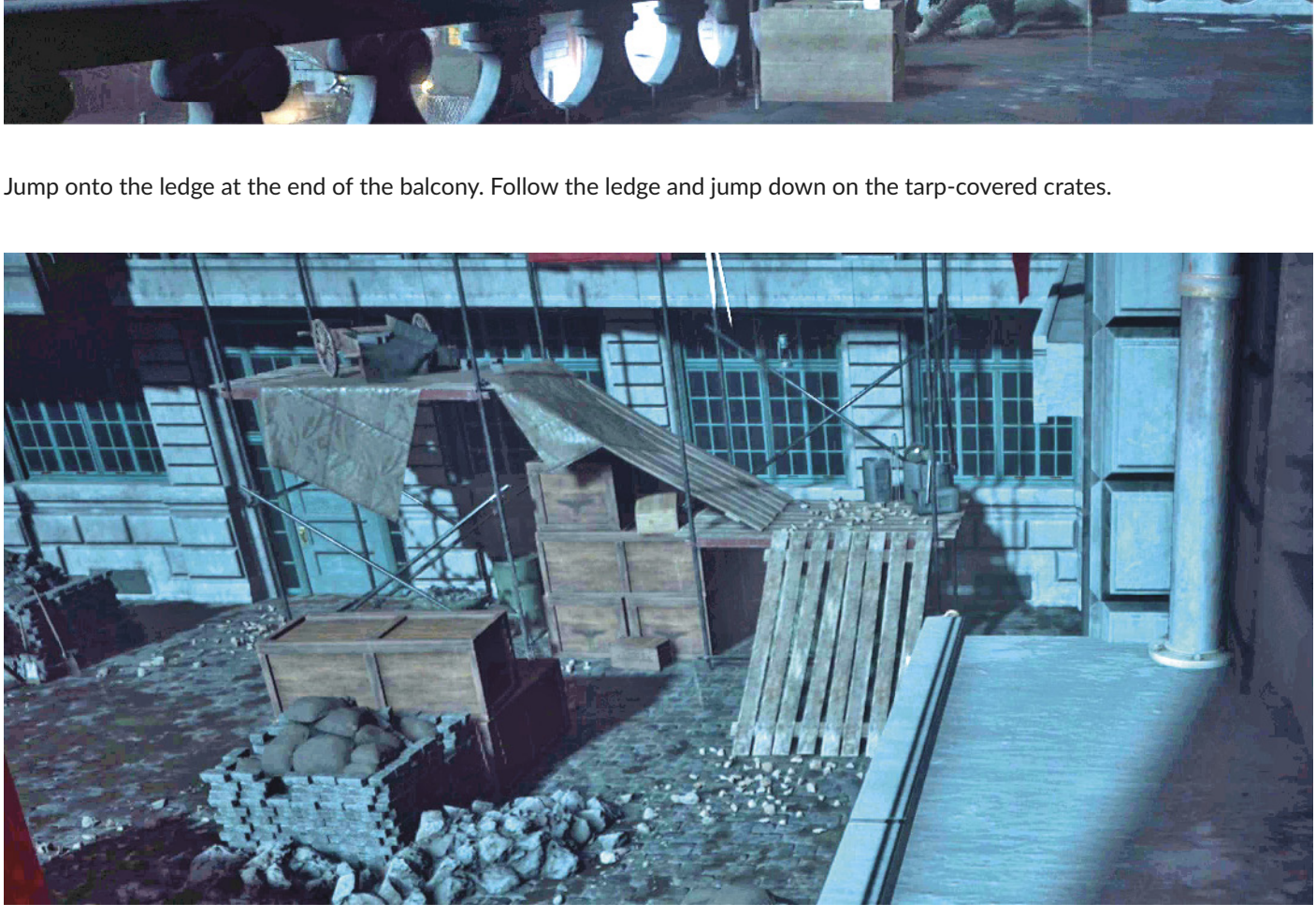
There are two guards here; one patrolling the hall and one near the exit back outside. Execute both of them while their backs are to you.

Back outside, move to the right of the dark area until you see the wooden ramp leading up. Climb the ramp to access the second floor stone balcony.

Execute the guard near the railing using a silenced weapon.



Jump onto the ledge at the end of the balcony. Follow the ledge and jump down on the tarp-covered crates.



There is a lone guard patrolling the south gate. Wait for him to turn away, then proceed to the blue door on the south wall.

Pick the lock on the blue door, but be wary of the guard patrolling the hall on the other side. Kill him and then eliminate the guard at the South Gate. Plant the explosive on the south gate to complete the objective. You return to controlling Daniels outside the gates. Wait for the explosives to blow, and then open up on the Nazis.

SILENT NIGHT

Make it through this section without alerting any guards (red cross) to earn this achievement/trophy upon exiting to the train depot.

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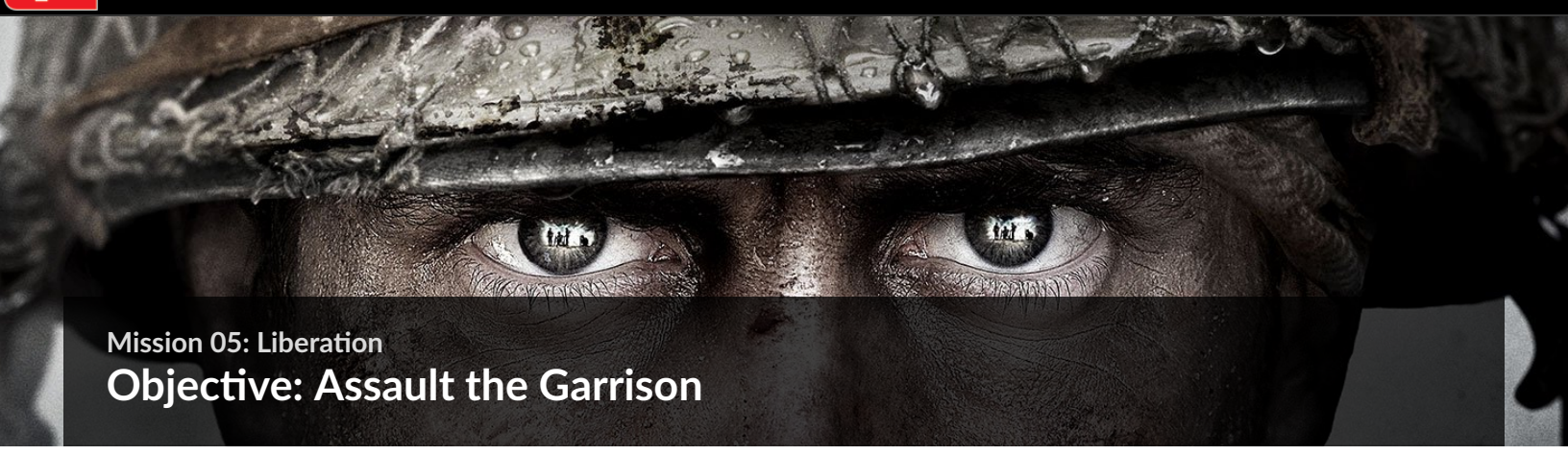

Mission 05: Liberation

Objective: Assault the Garrison

You now have aid from your squad as well as the Resistance, which makes this push forward a little easier. Use cover in the streets and advance on the disoriented Germans.

Switch to your Garand and attack the enemies as they pop out from the safety of cover. Your squad will automatically advance down the street as enemies are defeated. Follow closely, but let them take the point.

CAR BOMBS

If any Germans make the mistake of trying to take cover behind a vehicle, shoot at the car until it explodes, destroying any nearby soldiers.

The battle eventually leads to a bridge defended by Germans. Fight across the bridge until a large contingent of German reinforcements arrives. Focus on killing the half-track machine gun operator, then turn your attention to the machine gunners on the ground level.

OBJECTIVE: RENDEZVOUS WITH CROWLE*Y*

Follow Pierson as he leads your squad through the south gate to meet with Rousseau and Crowley. Crowley informs the squad of a counterattack. You need to clear the building in order to set up your defenses.

OBJECTIVE: CLEAR THE BUILDING

Switch back to the Garand (or another weapon) and follow Crowley back inside the complex. Crowley hands over a **Combat Shotgun** and pops open a door. While the smoke grenade distracts the Germans, causing them to stumble around the room, use the newly acquired shotgun and mow them down with impunity. When the room is free of enemies, proceed to the second floor. The office is filled with Germans, but after killing a few of them, the rest will eventually surrender. Secure the prisoners.

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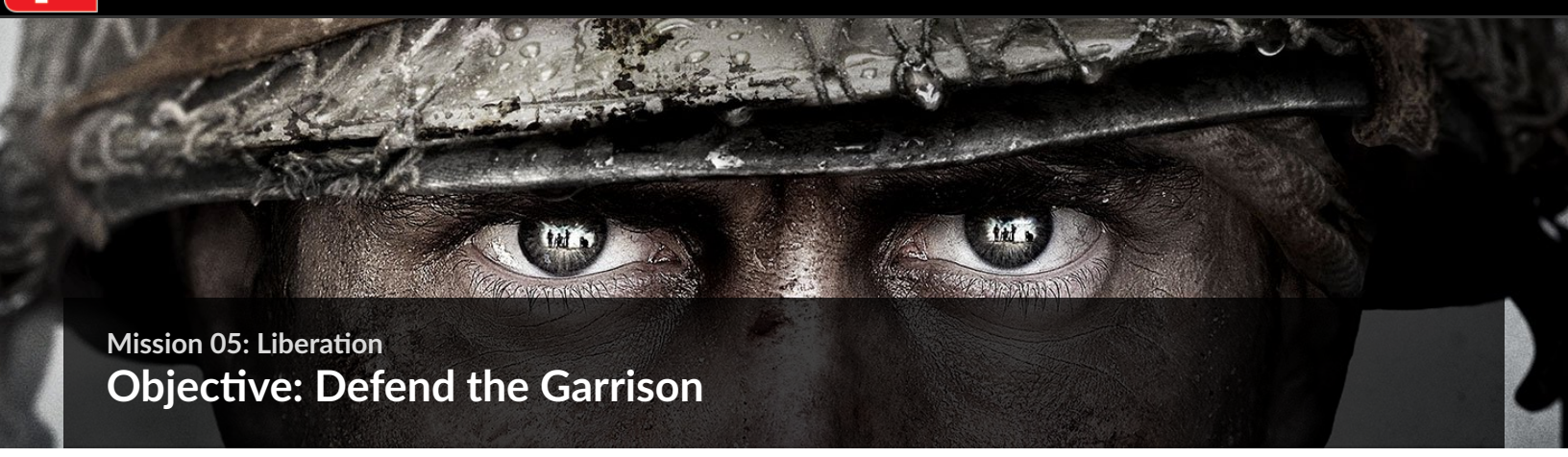

Mission 05: Liberation

Objective: Defend the Garrison

Move to the partially destroyed wall and grab the **Molotov Cocktails** and a sniper rifle. Watch the street up ahead. When a large cloud of smoke appears, a German vehicle will emerge shortly thereafter. Use your focus and sniper rifle to kill the vehicle's driver.

Now the full assault begins. Kill as many soldiers as possible as they charge the bridge. Be ready for the flamethrower soldier; he emerges from the end of the bridge with the first wave of enemies.

Next up are snipers in the opposite building. Check out the building straight ahead and locate the snipers firing from the balconies. After downing the snipers, toss Molotov Cocktails at any soldiers who have made it to within range of a grenade.

Now you must be cautious of half-tracks arriving on the left. Focus on killing their machine gunners before they can start to inflict too much damage.

HISTORICAL TIP: PANZERSCHRECK

At the start of the war, the Germans did not have a good answer for the new tank armor being deployed by the Allies on the battlefield. After seeing the American bazooka, the Germans quickly designed and manufactured the Panzerschreck, literally "Tank Terror."

Once deployed on the battlefield, German soldiers reported the launcher was too heavy and inaccurate and most sources reported it was inferior to the American bazooka counterpart. You will find this fact reflected in *Call of Duty WWII*. Not only is it time consuming to reload, but it's wildly inaccurate past "point-blank" range.

If you take damage in this sequence, back away from the wall before attempting to use a med pack.

The last serious weapon the Germans use in this sequence is Panzerschreck rocket launchers. These enemies are good at hiding behind cover. Try to spot them before they can launch a rocket (they are hiding behind the short stone walls near the half-tracks.)

No matter what you do, one rocket will eventually blow out your defensive position. Climb through the window and jump into the street below. Crawl to the Panzerschreck and use it to blow up the half-track directly ahead.

OBJECTIVE: RALLY WITH YOUR SQUAD

Destroying the half-track forces the Germans to retreat. Rally with your squad back up the street.

MEMENTO: MEDAL

Look for this Medal immediately after you blow up the half-track at the end of the level. It is sitting on a crate near the celebrating Resistance fighters.

CHAMPAGNE AND CAVIAR

Earn this achievement/trophy by completing this chapter of the story.

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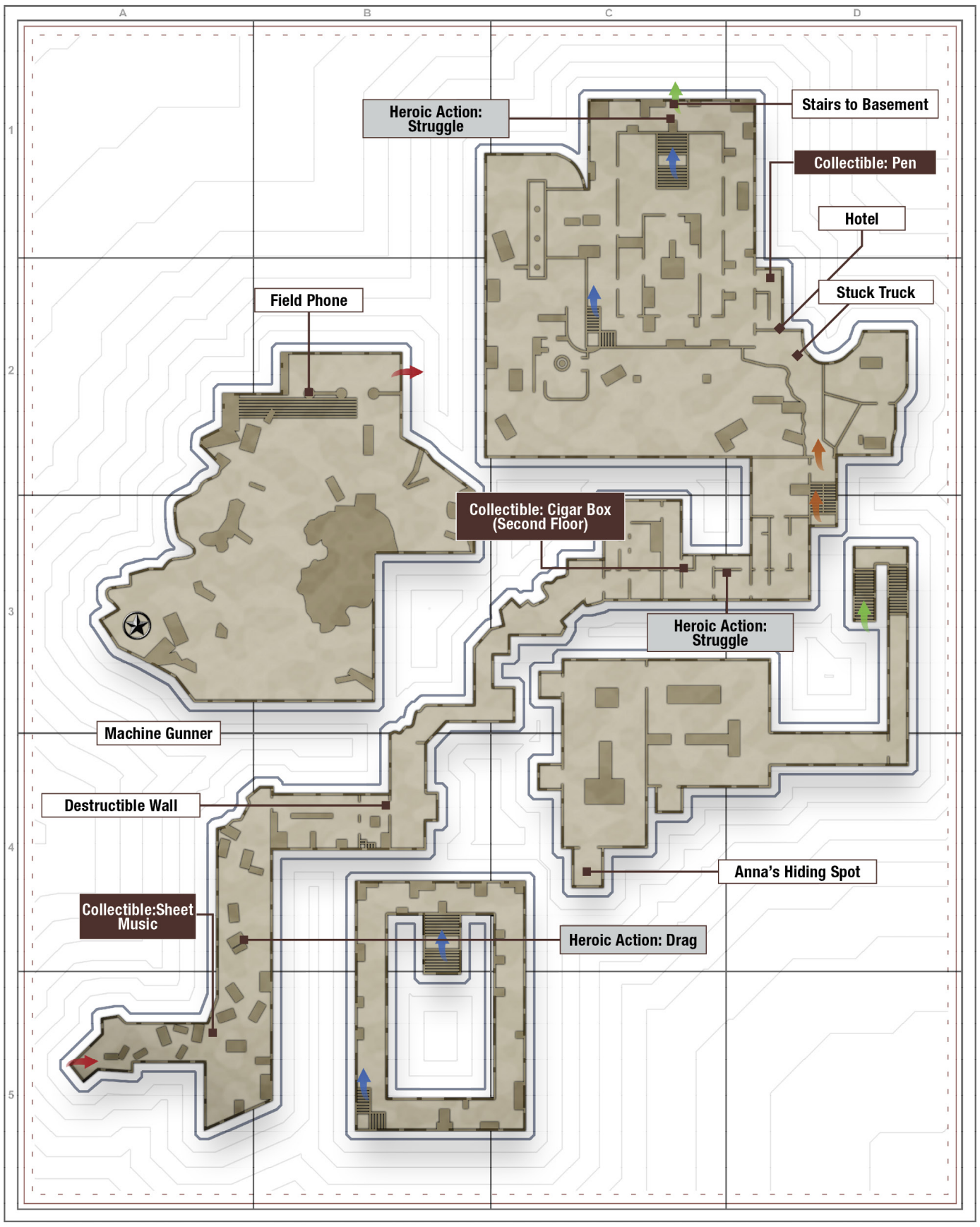
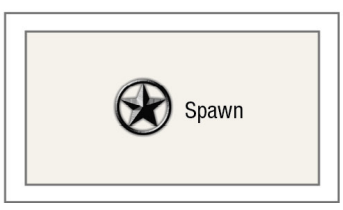
Mission 06: Collateral Damage

Overview





Mission Intel

Operation: "Collateral Damage"

Date: 10/18/1944

Location: Aachen, Germany

Journal Entry: *We thought with the liberation of Paris we'd be one step closer to home. But our troubles were just beginning. We're fighting in the city now, Aachen. Krauts got a death grip on it; with good reason, we're drilling a hole clear through their western border. Davis has us going block-by-block, house-by-house, "Knock 'em all down" he calls it.*

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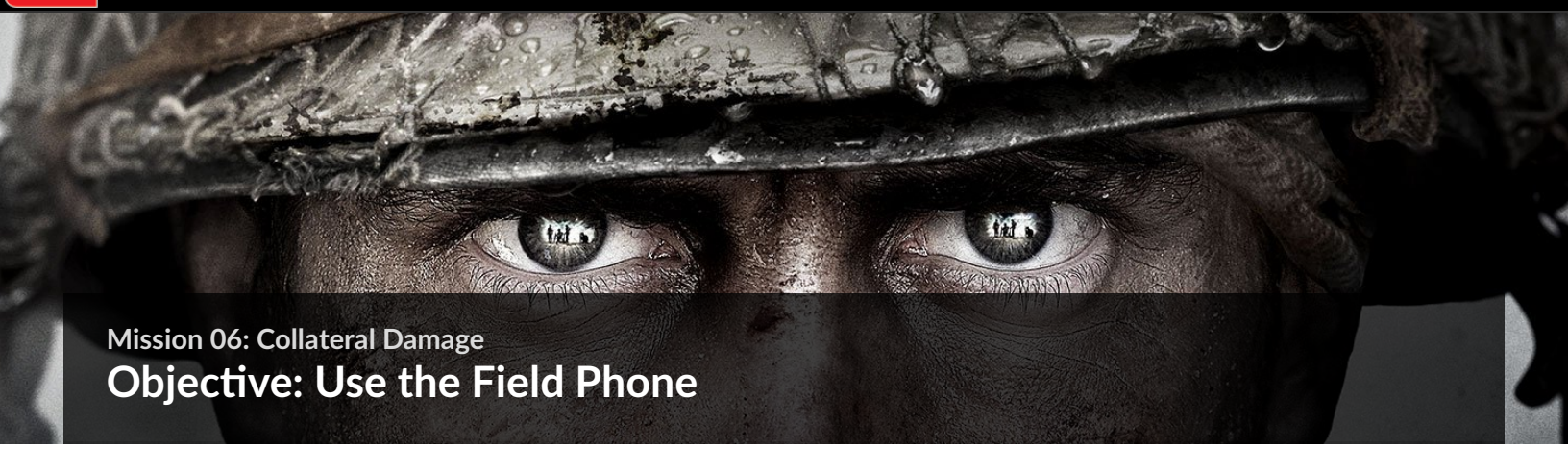

Mission 06: Collateral Damage

Objective: Use the Field Phone

After the opening cinematic, you are tasked with calling in tank support on your position. Instead of trying to follow Aiello or Pierson, sprint straight for the phone objective directly ahead. (This strategy even works on Veteran difficulty, just don't stop and keep sprinting.)

If you start to take fire, crouch, but stay on the move. Press the Activate button next to the phone when you reach it to call in support. After doing so, the game switches control over to Staff Sergeant Augustine Perez in the nearby Sherman tank squad. Follow the lead Sherman tank as it rumbles through the devastated Aachen streets.

Dossier – Augustine Perez

Age: 29 Height: 5' 7" Born: Galveston, TX

The son of Mexican immigrants, Augustine Perez grew up in Texas. After high school, he attended Texas A&I college as an engineering major.

He quit school to enlist in the army in 1941. He attended basic in San Antonio and was sent to Camp Beauregard, Louisiana to the 3rd Armored Division. He took time out from training to marry Maybel Williams in 1942.

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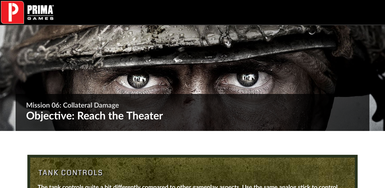


Mission 06: Collateral Damage

Objective: Reach the Theater

TANK CONTROLS

The tank controls quite a bit differently compared to other gameplay aspects. Use the same analog stick to control the tank, however, movement is constrained by the tank's position. It can take some time to turn your tank around. Keep an eye on the tank position graphic at the bottom of the screen. Use this image to visualize how your tank can move.

The Look analog moves the tank turret. Tank movement is always relative to the turret position.

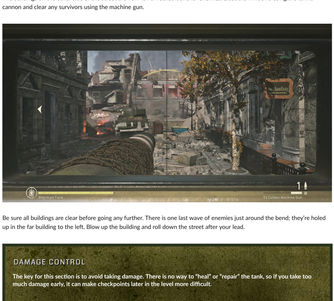
The tank has two weapons: the main cannon and the machine gun. The turret is extremely powerful and effective against heavy armor, but it takes several seconds to reload. The machine gun is good for killing any unarmored infantry. It does overheat quickly, so it's better to fire it in bursts.

HISTORICAL TIP: SHERMAN TANK

The mainstay of the U.S. Army tank force in WWII, the M4 Sherman Tank was known for its speed, cost, and reliability but not its hull strength. Initially deployed on the African theater by England early in the war, the tanks were battle-proven across Europe.

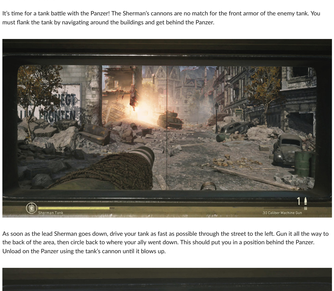
Although the Sherman tanks performed well against early Panzer tanks, the German's rapid development and deployment of the heavily-armored Panther and Tiger tanks made it the underdog on the battlefield at the time of the *Call of Duty WWII* campaign.

Use the tank's machine guns on the fleeing infantry. While moving down the street, watch the buildings at the end of each street as Panzer-equipped German soldiers appear in the blown-out windows. Use the tank's heavy cannon to destroy the structures to ensure infantry don't get any easy shots on the convoy.



Keep your eye on the building to the left as your convoy continues forward. More Panzer soldiers will appear on the second and third floors; use the machine gun to eliminate this threat.

The buildings on the other side of the street are now full of rocket launcher enemies. Blast the windows using the tank's cannon and clear any survivors using the machine gun.



Be sure all buildings are clear before going any further. There is one last wave of enemies just around the bend; they're holed up in the far building to the left. Blow up the building and roll down the street after your lead.

DAMAGE CONTROL

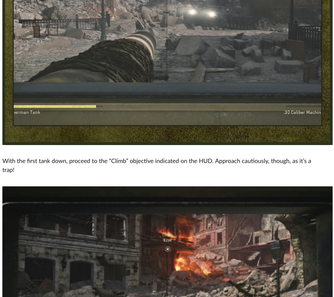
The key for this section is to avoid taking damage. There is no way to "heal" or "repair" the tank, so if you take too much damage early, it can make checkpoints later in the level more difficult.

If you find yourself at the bad end of a couple of rockets, use the "Last Checkpoint" feature in the pause menu to reset the game and try to clear the section again.

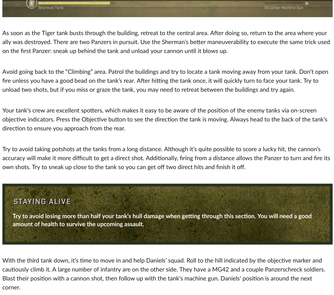
The German defenses in this part of the street are light. One lone machine gunner cuts into your tank around a bend. Take him out and keep up with the convoy. After rounding the last corner, a massive German Panzer tank arrives and blows up the lead Sherman tank.

Panzer Battle

It's time for a tank battle with the Panzer! The Sherman's cannons are no match for the front armor of the enemy tank. You must flank the tank by navigating around the buildings and get behind the Panzer.

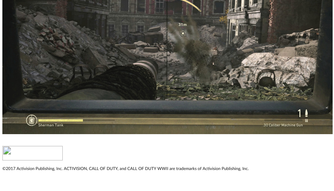


As soon as the lead Sherman goes down, drive your tank as fast as possible through the street to the left. Gun it all the way to the back of the area, then circle back to where your ally went down. This should put you in a position behind the Panzer. Unload on the Panzer using the tank's cannon until it blows up.

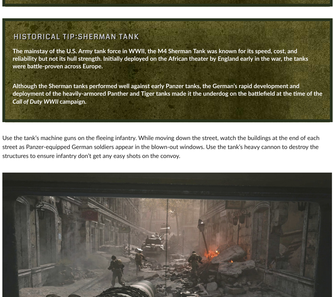


THE LIGHTS OF THEIR EYES

If you see the Panzer's headlights, you know you're facing the front of it. Immediately retreat!



With the first tank down, proceed to the "Climb" objective indicated on the HUD. Approach cautiously, though, as it's a trap!



As soon as the Tiger tank busts through the building, retreat to the central area. After doing so, return to the area where your ally was destroyed. There are two Panzers in pursuit. Use the Sherman's better maneuverability to execute the same trick used on the first Panzer: sneak up behind the tank and unload your cannon until it blows up.

Avoid going back to the "Climbing" area. Patrol the buildings and try to locate a tank moving away from your tank. Don't open fire unless you have a good bead on the tank's rear. After hitting the tank once, it will quickly turn to face your tank. Try to unload two shots, but if you miss or graze the tank, you may need to retreat between the buildings and try again.

Your tank's crew are excellent spotters, which makes it easy to be aware of the position of the enemy tanks via on-screen objective indicators. Press the Objective button to see the direction the tank is moving. Always head to the back of the tank's direction to ensure you approach from the rear.

Try to avoid taking potshots at the tanks from a long distance. Although it's quite possible to score a lucky hit, the cannon's accuracy will make it more difficult to get a direct shot. Additionally, firing from a distance allows the Panzer to turn and fire its own shots. Try to sneak up close to the tank so you can get off two direct hits and finish it off.

STAYING ALIVE

Try to avoid losing more than half your tank's hull damage when getting through this section. You will need a good amount of health to survive the upcoming assault.

With the third tank down, it's time to move in and help Daniels' squad. Roll to the hill indicated by the objective marker and cautiously climb it. A large number of infantry are on the other side. They have a MG42 and a couple Panzerschreck soldiers. Blast their position with a cannon shot, then follow up with the tank's machine gun. Daniels' position is around the next corner.

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Mission 06: Collateral Damage

Objective: Clear the Square

After rounding the bend to a large city square, stop moving and start firing on the heavy armor in the square. Focus on the half-tracks first, then turn your attention to the Panzer tank.

Eventually, a third half-track arrives on the square. After it goes down, a squad of rocket launcher enemies appears in the building on the other side of the square. It's best to remain back at the entrance road, as it's easier to dodge the incoming rockets. Shell the building until no enemies remain. Now, patrol the plaza killing any stragglers. Once the all-clear signal is given from the soldiers, control switches back to Daniels' perspective.

GASOLINE COWBOY

To earn this achievement, you must make it through this entire tank section without taking more than 20% damage. This is extremely difficult, so attempting this on Recruit difficulty should be considered. Using the "Last Checkpoint" trick mentioned previously is a good way to avoid having to restart the whole level if you fail.

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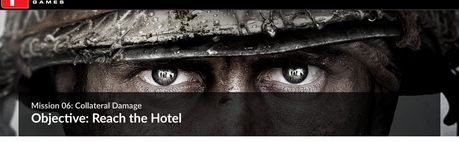


Mission 06: Collateral Damage

Objective: Reach the Hotel

Rendezvous with your squad and advance with them up the street. A German machine gunner has an excellent position on the street ahead. He rains fire on your squad. Find cover behind some debris. Sprint from one bit of cover to the next while heading up the street.

MEMENTO: MUSIC

Before turning down the alley with the machine gunner, look for a piano on the left. The Sheet Music memento is on top of the piano.

When a soldier near you goes down, press the Activate button to take him into the building on the right. Quickly take cover, as there are several German soldiers attacking from the back of this building. You must defeat them to proceed.

Your alternate weapon is a bazooka, so switch to it when ordered to blow up the brick wall. There are several more Nazis on the other side of this same wall. Fire a second rocket into them to clear out any survivors.

Cautiously advance up the street, killing the Germans as they emerge from their hiding spots in the streets and buildings. Search for the hotel in the distance when you reach the end of the alley. The first part of the mission is now complete.

Hotel Approach

Follow your squad through the destroyed building. When you reach the brick wall, get as far away from it as possible and then blast it using the bazooka. Be sure to grab an ammo restock from the crate before proceeding through the hole.

The Germans have planned an ambush on the other side of the hole. Find cover and toss some grenades through the smoke toward the enemy positions. When the smoke clears, pop out and kill them using your weapon of choice.

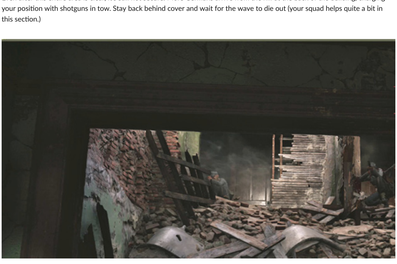
When the coast is clear, return to the previous room and restock your ammo. It's time to rally on Pierson and Rogers. Shimmy through the door to find Private Rogers struggling with a German. Quickly shoot the German to get credit for a **Heroic Action**. The next area is swarming with shotgun-wielding soldiers. Stay behind cover and toss some frag grenades into the next room to flush them out from hiding.

BOLT ACTION

The enemy who was struggling with Rogers has a rifle. This may be a more effective weapon for this section of the level. If you prefer rifles to SMGs, grab it before clearing out the bombed-out section of the building. You can also switch it out for your Bazooka, as you won't need the Bazooka anymore.

When you've killed the enemies guarding the next area, enter it cautiously. As soon as you step inside, more Germans arrive. Retreat back to cover and kill all the reinforcements before advancing.

Even after this entire area is clear, it's still not secure. More Germans arrive from the hill at the back of the building, charging your position with shotguns in tow. Stay back behind cover and wait for the wave to die out (your squad helps quite a bit in this section.)



Search both floors of the building for extra med packs before moving on. Follow Turner down the stairs of the next building. Once back on the street, your team must move the large transport truck. When instructed to do so, move to the back of the truck and press the Activate button.

MEMENTO: CIGAR BOX

Scoring the Cigar Box requires that you explore the second apartment a bit more thoroughly. After clearing out the apartment, look for a collapsed part of the ceiling. Jump up to the wood splinters to reach the second floor. Walk back toward the apartment entrance to see a gigantic hole in the floor. Jump across the hole to the ledge on the right. The Cigar Box is sitting atop the fireplace.

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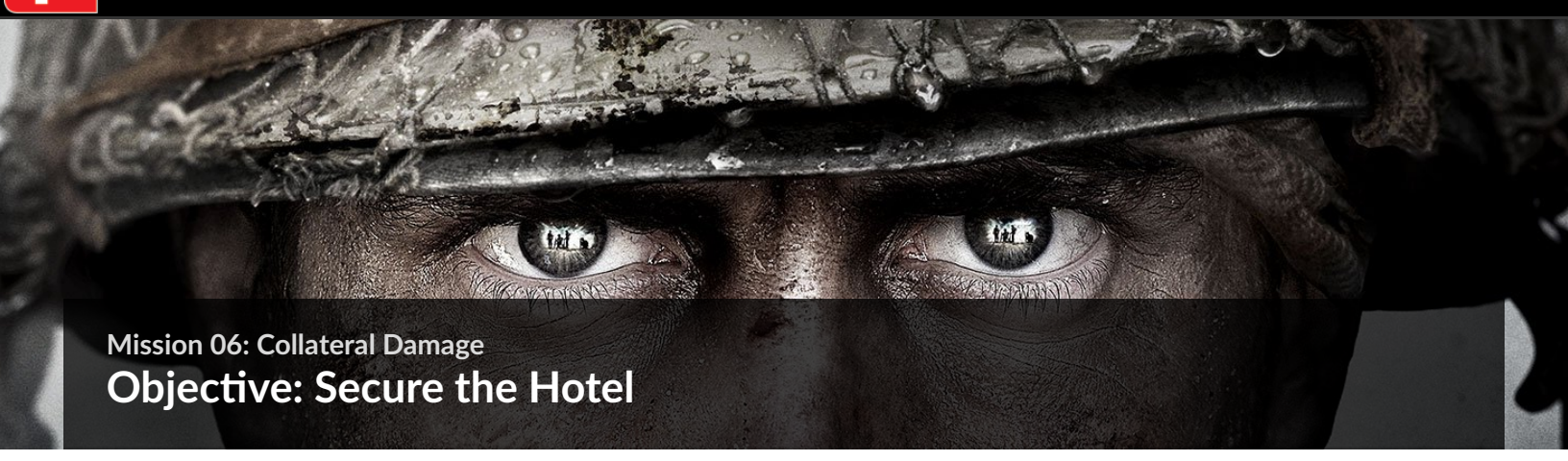

Mission 06: Collateral Damage

Objective: Secure the Hotel

You need to blow a hole in the corner of the hotel building using a rocket launcher. If you dropped your Bazooka, you can find a Panzerschreck nearby.

AIR INTEL – HOTEL LOBBY

The hotel lobby is filled with Germans. There are multiple paths to choose in this situation.

The Germans have heavily fortified the staircase in the hotel lobby. You need to flank down one side of the hotel to get behind the machine gun nest.

MEMENTO: PEN

This nice German Pen is easy to find when you first enter the hotel. instead of immediately going up the stairs. Look for it underneath the front desk.

Crouch down and move along the back wall. This leads to a staircase above the lobby. Before climbing the stairs, though, aim down the passage and kill the Germans hiding behind cover.

Have a grenade ready as you climb the stairs. Several Germans are defending the position here, but they are vulnerable to grenades and you can easily back down the stairs for cover. Pierson and Aiello will provide support in this section.

Stay crouched and proceed to the end of the upper hallway. When you get to the back hall, kill the Germans on the machine guns. Use the height of the stairs to your advantage and help your squad clear out the remaining Germans below. There's no need to move out from behind cover; just pick off the Nazis as they emerge.

When the lobby is clear, go down the stairs and help your squad clear out the area behind the main staircase. Rally with your squad and follow them into the basement. Press the Activate button to open the door in the basement.

Dossier – Erica Muller

Age: 14 Height: 5' 6" Born: Aachen, Germany

Born to a pastor and music teacher, Erica comes from a cultured and religious family who wants no part of Germany's war. To that end, they refused to leave Aachen. As holdouts, they feared Americans based on the propaganda they'd heard.

Since Erica's father, Jan, wants her to be smart and independent, he trains her to use a rifle. Although the family struggles to hold out during the back and forth between the Allies and the Germans, their situation has deteriorated.

When Erica's parents leave to find food and never return, she is forced to look after herself and her little sister, Anna. She hopes they'll be liberated and life will return to normal, but fears the invading Americans.

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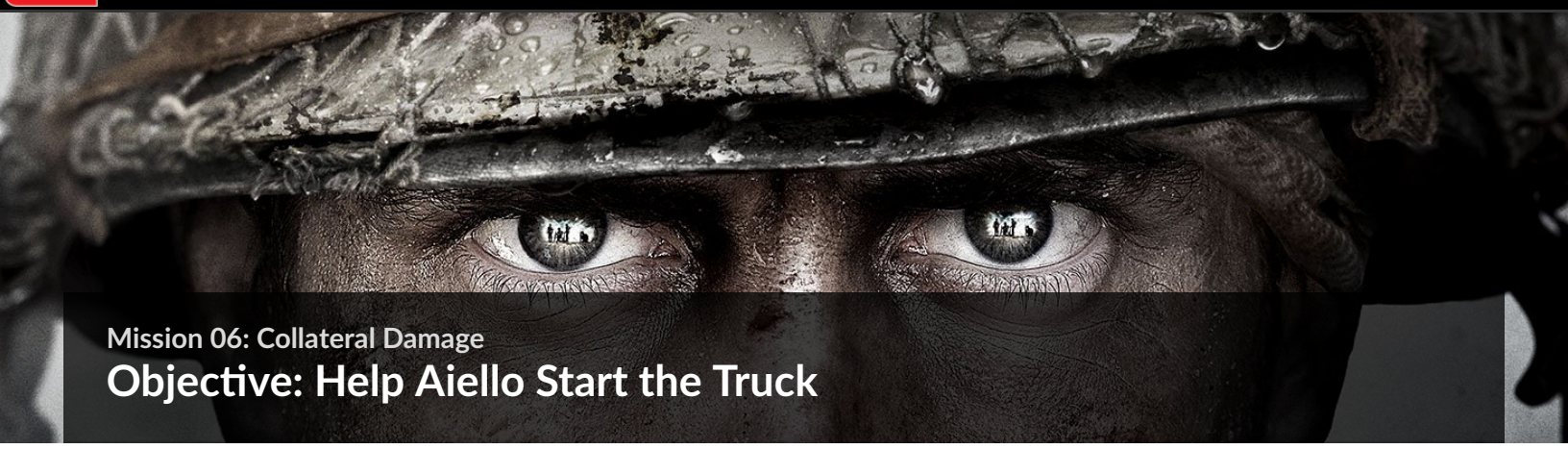

Mission 06: Collateral Damage

Objective: Help Aiello Start the Truck

Follow Aiello. When your squad sees movement across the street, take cover behind the debris near the truck. Search for Panzerschreck enemies on the second floor. Stay behind cover and use a rifle to pick them off.

Destroy the APCs

When the half-tracks arrive on the scene, use a rocket launcher to blow them up. If you're in need of one, you can find one leaning on a sandbag on the right side of the area.

Grab your rockets, Aim Down Sight, and blow up the half-tracks one at a time before they can inflict much damage on your squad. Once the second half-track goes down, Aiello gets the truck running. Run up to the side of it and jump on board.

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Mission 06: Collateral Damage

Objective: Find Anna

Dossier – Anna Muller

Age: 6 Height: 4’ 7” Born: Aachen, Germany

Anna’s childhood has been torn asunder since the Allies breached the borders of Germany. She depends on her older sister, Erica. The sisters live in the Hotel Allendorf in Aachen. Their daily lives are filled with violence, desperation, and scavenging. They live a far cry from the middle-class comforts of only a year ago.

Anna is precocious with an independent streak that borders on dangerous. She is imaginative, willful, brave, and a fighter.

You have permission to find the lost little girl. She is likely in the basement, so sprint back through the hotel and follow the objective markers to the wine cellar.

Somehow, one soldier survived the onslaught. This is a fight for your life, so be ready for a series of challenging quick-time events. The Reload button is used throughout this section, so be prepared. Sprint down the stairs. Anna is hiding behind in the rearmost door on the left.

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Mission 06: Collateral Damage

Objective: Return Anna

Since Daniels must carry Anna, he cannot attack the patrolling Germans. This is another stealth sequence and you should be familiar with how these work by now. Follow these directions to safely escape with Anna:

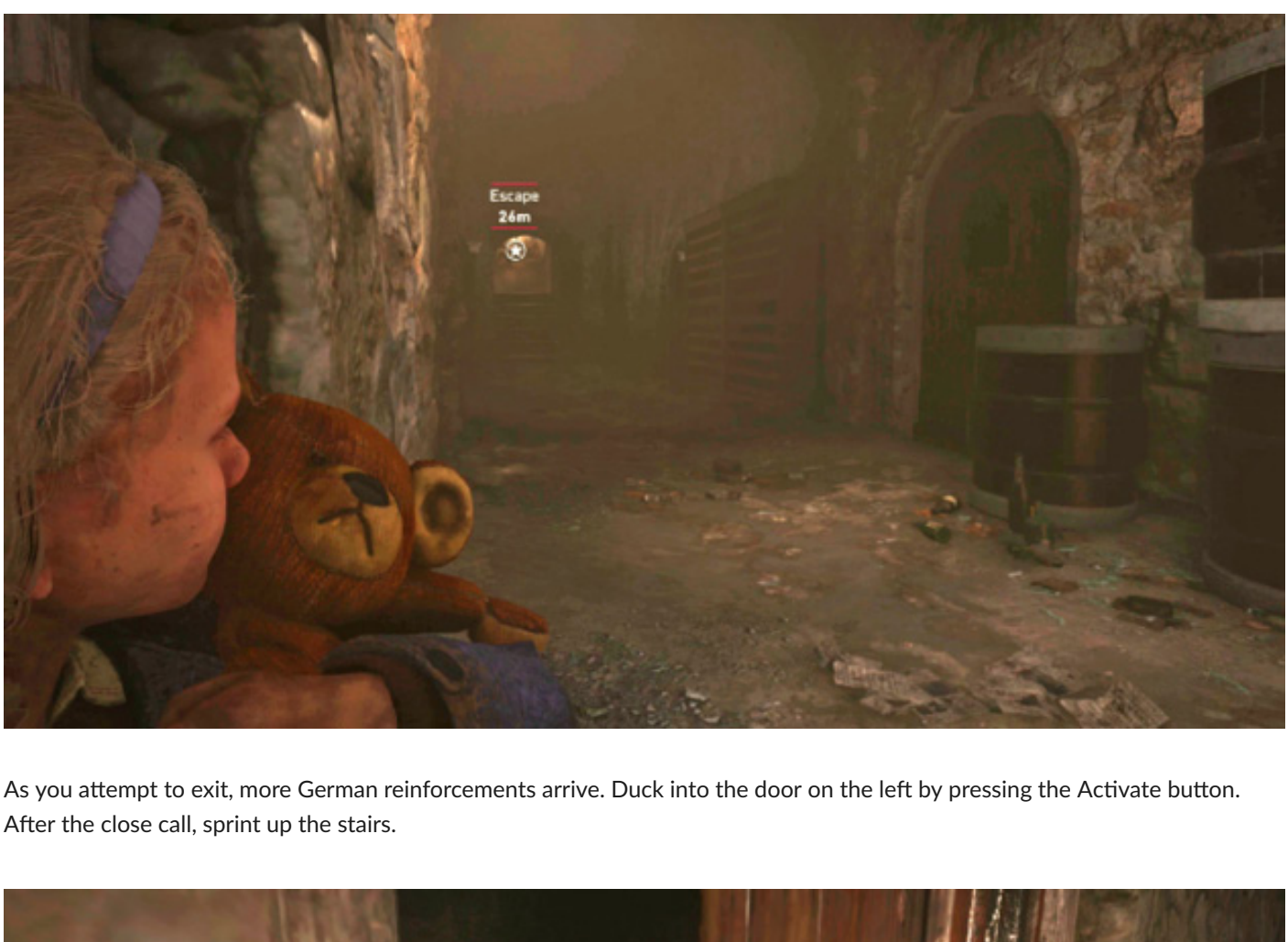
Crouch and move toward the crates directly ahead. Locate the patrolling guards. Wait until they move past, then move to where they were standing while still staying in a crouched position.

Turn right and wait for the soldier with the flashlight to walk past. Follow him and hide in the wine barrels on the right. A shotgun enemy will approach opposite the guy you followed. Wait for him to pass, then move up behind the same guard you have been following. This leads to a wine rack area.

There is another guard straight ahead with his back to you. Move behind him, but don't get too close. If you get too close to any guard, they will sense your presence.

Turn left toward the exit. More guards will arrive. Move to the edge of the wine racks on the right.

After the guard enters the cellar, use the door to exit.



As you attempt to exit, more German reinforcements arrive. Duck into the door on the left by pressing the Activate button. After the close call, sprint up the stairs.

For the rest of this section, it isn't as crucial that you aren't spotted. You just need to weave a path through the Germans to make it back to your squad with both Daniels and Anna in one piece.

Move left down the hotel's back hallway. Stay crouched and continue down the left side of the lobby. Don't sprint, or you will alert the guards to your presence. Keep pressing forward and turn down the corridor on the left. The corridor loops around, eventually leading to the hotel's front door. Sprint outside and across the courtyard to reach the truck.

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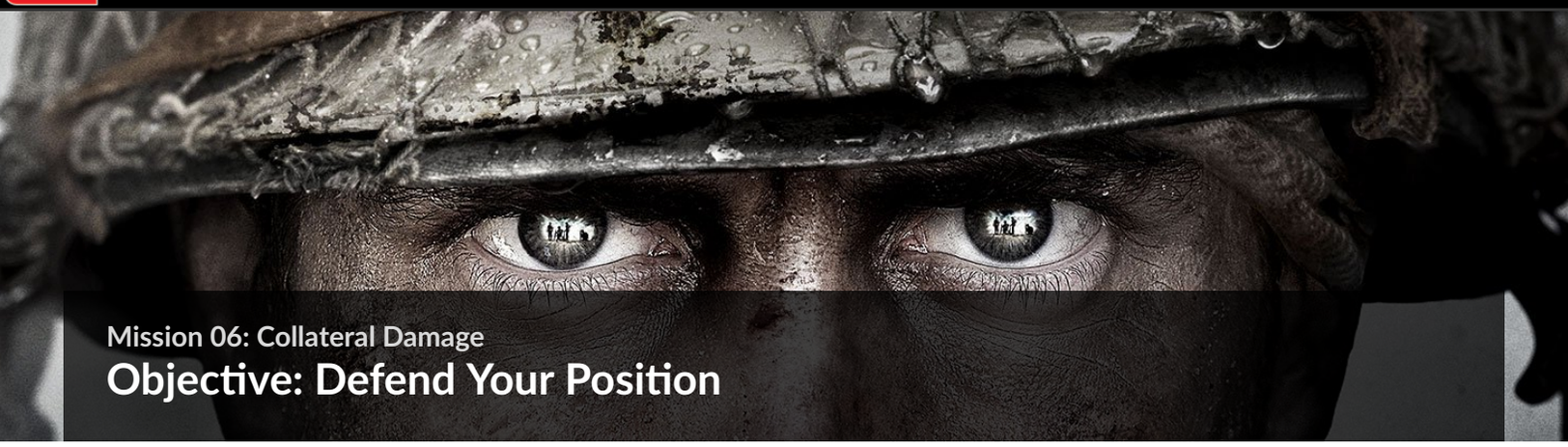

Mission 06: Collateral Damage

Objective: Defend Your Position

This fight isn't over yet! The Germans have one last massive counterattack staged for the hotel.

The initial wave consists of just regular enemies, but the second wave includes German attack dogs and flamethrower enemies. When the second wave arrives, use Aiello's mortar attack on them. Stay behind cover near the back of the truck to avoid taking too much damage.

Activate the back of the truck and some hiding Germans suddenly attack. Use your 1911 to pick them off and complete the mission.

HUMAN COST

This achievement/trophy is earned by completing the Collateral Damage chapter.

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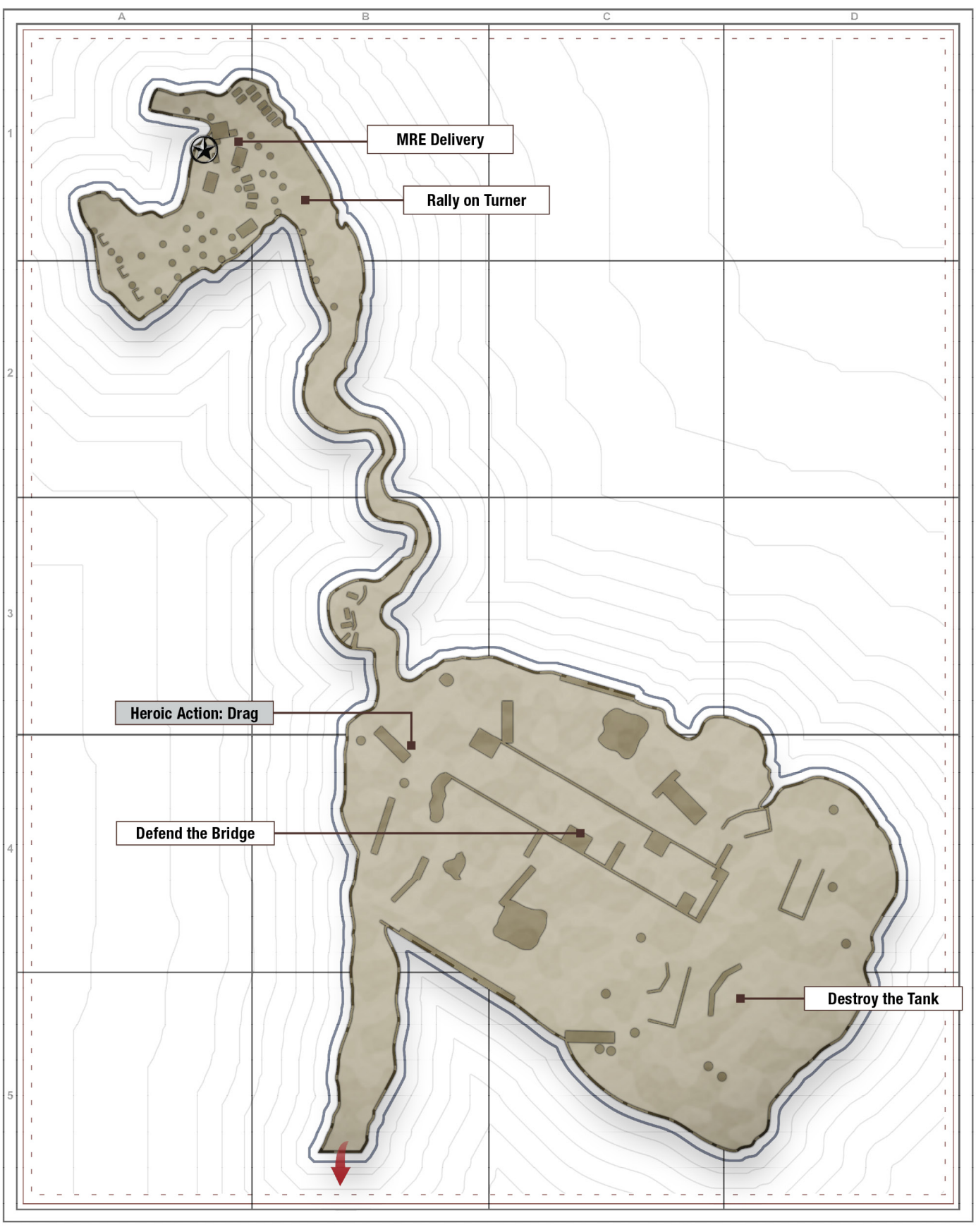
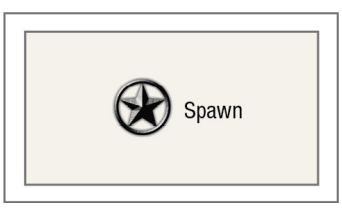
Mission 07: Death Factory

Overview





Mission Intel

Operation: "The Death Factory"

Date: 11/14/1944

Location: Hürtgen Forest, Germany

Journal Entry: *After Aachen, nothing was going to be the same. But, we finally got a toe-hold into Germany. The gateway to the Rhine had been opened and there's no turning back for any of us.*

OBJECTIVE: DELIVER THE FOOD

When you regain control of Daniels, approach the mess tent and grab a meal. Follow the objective arrow to deliver the food. After doing so, you automatically enter binocular mode to observe the German hill. Press the Crouch button to back out of binocular view.

OBJECTIVE: RALLY ON TURNER

Find Turner on the other side of the camp. Listen to his briefing and then follow the squad down the winding trail. A covered bridge lies ahead and a German counterattack is expected. When Turner shouts "Everyone on me!", sprint to follow him. A covered bridge lies ahead and a German counterattack is expected.

OBJECTIVE: SET UP DEFENSES

The crates on the bridge are full of mines. Grab a handful of them and deploy them at the outer edge of the concrete tank busters lining the field ahead. Next, grab some of the machine guns and deploy them at the hard points along the sandbags. There are only a few moments to set up before the Germans start arriving. When the call to arms goes out, find cover and get ready!

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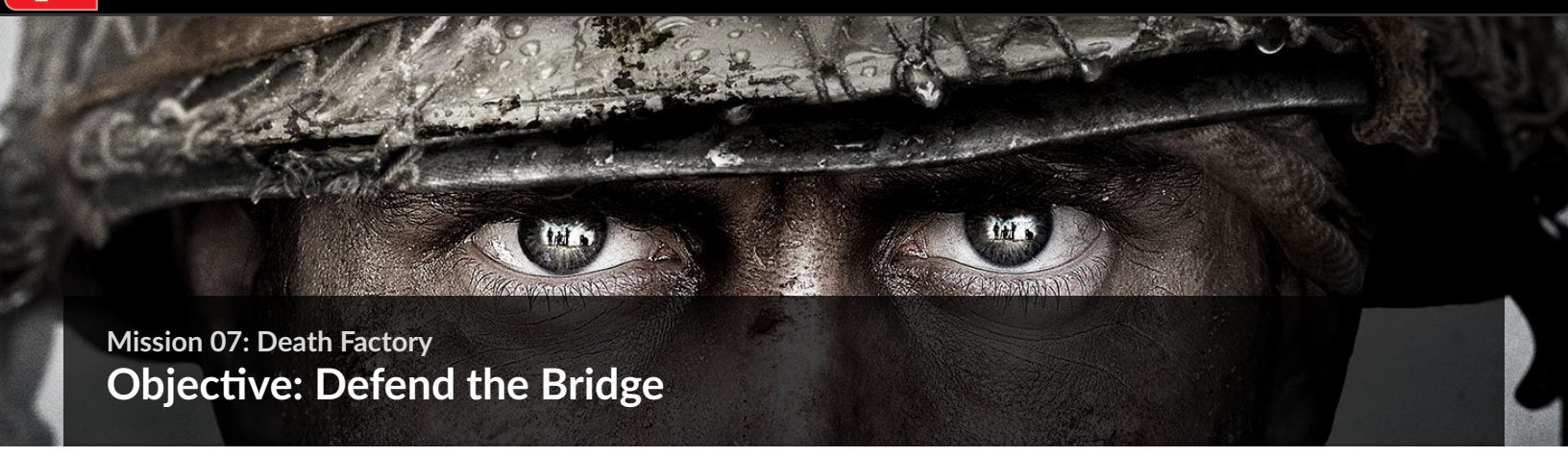

Mission 07: Death Factory

Objective: Defend the Bridge

Get behind cover using the middle set of sandbags. The Germans are unrelenting, so stay in a crouched position near the sandbag and use your weapon of choice to pick off the Germans as they approach.

Once the initial wave subsides, the Germans bombard the field with mortar canisters. This tactic provides a smokescreen to give the advancing Germans cover. Retreat to the far end of the bridge and requisition a machine gun; use it to mow down the Germans.

OBJECTIVE: DESTROY THE TANK

When the second wave thins in number, an enemy tank arrives on the far end of the bridge along with a few Panzerschreck soldiers. The new objective is to destroy the tank. The easiest way to do so is to use Aiello's special mortar ability. Get a smoke grenade from him and toss it at the tank.

Alternatively, you can kill one of the Panzerschreck soldiers, take his rocket and blast the tank. You will also find bazookas at the rear of the bridge area.

AIR INTEL – BRIDGE DEFENSE

There are several fallback positions to defend against the multiple waves of German soldiers.

This demoralizes the enemy, and they begin a retreat. Return to the back of the bridge to rally with your squad.

OBJECTIVE: FOLLOW YOUR SQUAD

Turner leads you on a hike through the river, which eventually leads them near a mortar camp.

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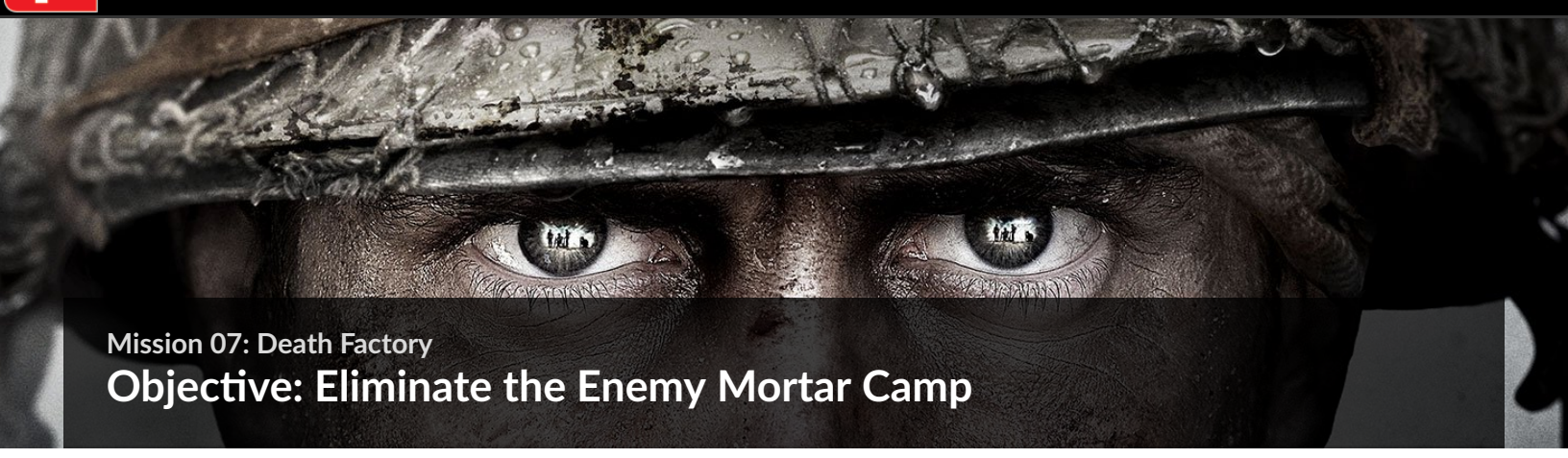

Mission 07: Death Factory

Objective: Eliminate the Enemy Mortar Camp

There is a mounted machine gun on a half-track overlooking the mortar camp. To find it, choose the right path and then locate the patrolling guard. Jump over the log and silently kill him using a melee attack. Approach the half-track and press the Activate button to man the gun. The sneak attack on the camp is complete. Start shooting at the guards on the right side first.

The half-track provides excellent cover from incoming machine gun fire and grenades. Mow down all the Germans in the camp using the machine gun. The Germans have a lot of brush cover, so locate their muzzle flashes to spot them, then shoot at them through the cover.

When the area is clear, press the Activate button to exit the half-track and search the camp for supplies. When you're ready, proceed over the hill to the next area.

The Germans are in full-retreat mode through a swamp. When the mortars begin going off, stay right behind Turner as he charges through the swamp. Once the mortars start landing, focus on sprinting up the side of the hill.

MEMENTO: FLARE GUN

You can find this Flare Gun on a crate next to the large passenger truck in the middle of the camp.

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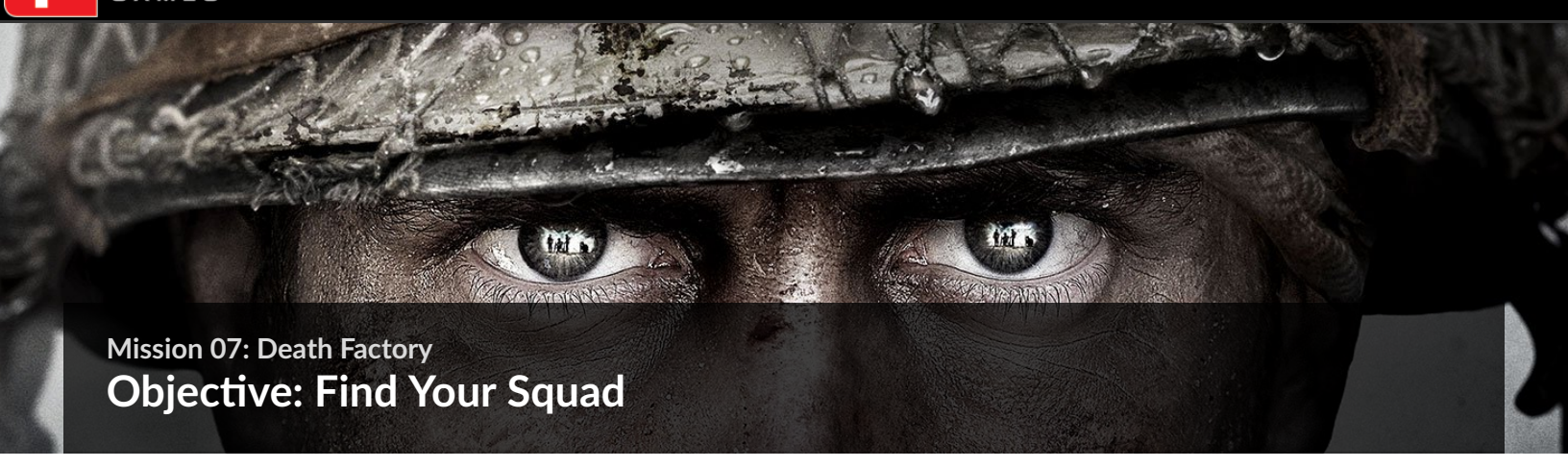

Mission 07: Death Factory

Objective: Find Your Squad

The valley is filled with smoke from the mortar attacks. You must find your squad, but the forest is swarming with Nazis. Move down the path past the burning truck and mantle over the aircraft debris.

Get your pistol ready, as a dog will emerge from the wreckage and attack. A large German patrol is just ahead, too. Attempting to take them down using just a pistol is not a good idea. You can completely avoid this fight by going through the right side of the wooded area. Go prone near the tree jutting out of the edge of the right area. Once the patrol passes, crouch and move past them into the next section.

MEMENTO: FOOD CONTAINER

Immediately after killing the dog, look for a downed plane on the left. An unopened Parachute remains in the cockpit.

HÜRTGEN FOREST

Outside the German city of Aachen, Hurtgen Forest lies on the border between Belgium and Germany. It was the setting for a series of brutal confrontations between the American and German forces from September to November 1944. The Axis forces, unwilling to concede ground to Germany, fought the Allies from hilltop to hilltop forcing massive casualties on both sides.

This leads to a large area patrolled by a soldier with a Flammenwerfer. The easiest way to get through this section is with stealth. Follow these steps to make it through unnoticed.

Drop down behind the soldier with his back to you on the right.

Perform a melee attack on him. There's another soldier patrolling the wall to the right. If he's walking toward you, wait for him to turn back on his patrol. Sneak up behind him for a stealth kill.

Scale the wall and move toward the bunker.

One last target remains: the guard near the German bunker. Sneak up on him and perform a melee kill. Turner arrives to take out the second guard.

FOG OF WAR

If you manage to make it through this section without being detected, you will earn this special achievement/trophy.

OBJECTIVE: FOLLOW TURNER

Turner leads you through the bunker. Make sure to grab the med pack on the wall, then open the door. Search the corpses in the dried-out riverbed to rearm weapons.

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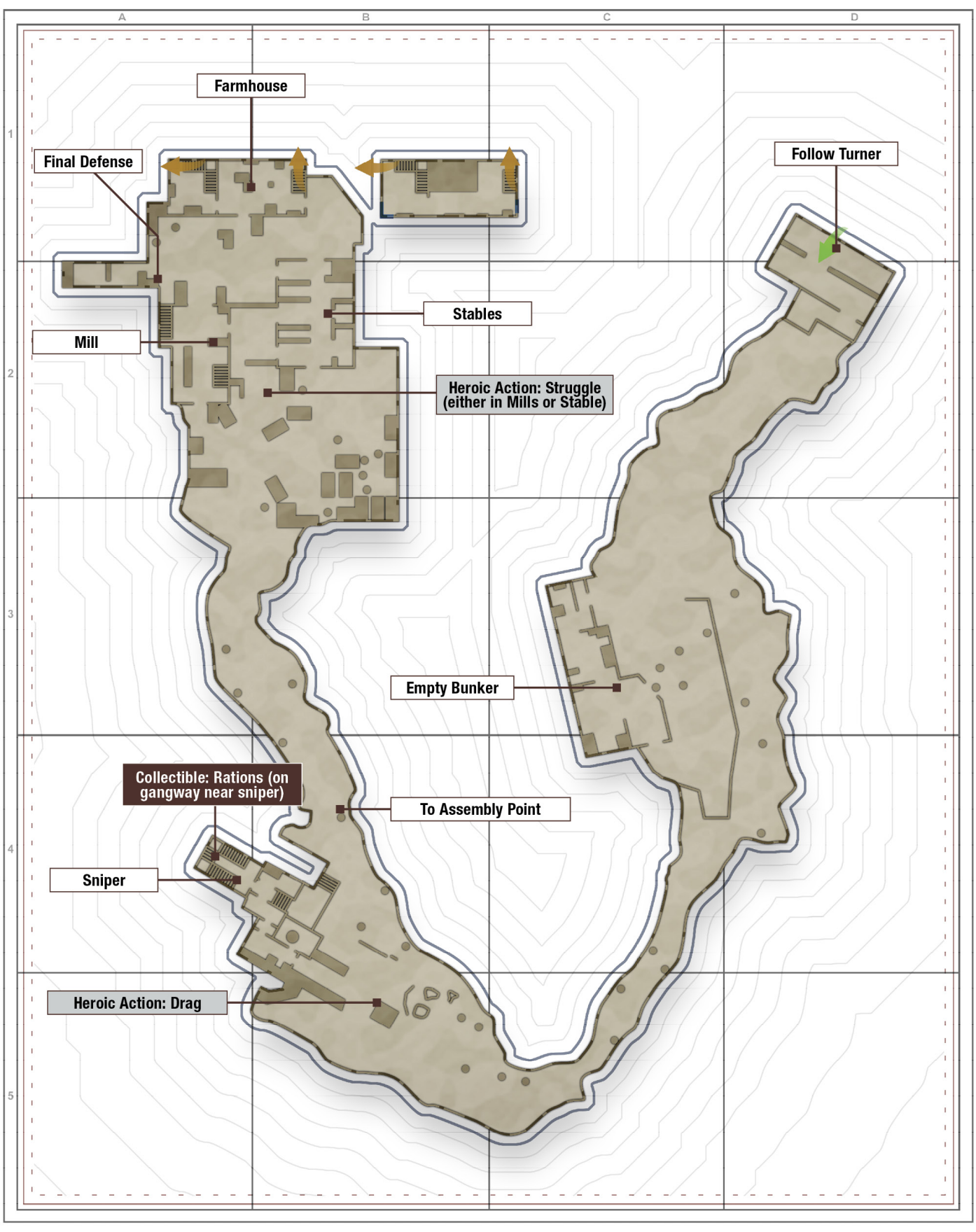
Mission 07: Death Factory

Objective: Find the Assembly Point



You've found the river that leads back to your squad. Unfortunately, a sniper opens fire as you begin down it. Go prone and crawl after Turner to find cover.

OBJECTIVE: ELIMINATE THE SNIPER

This sniper is vicious and will cut into you if you pop your head up above a prone position while crawling through the trench. Follow Turner up to the edge of the trench. From here, move to a crouched position and move through the right side. There's a downed soldier directly in front of the entrance to the bunker. If you picked up some smoke grenades, use them now to save the soldier.

Don't bother trying to use the half-track, as it's completely dry of ammo. Open the bunker door. There are several Germans hiding inside. Move carefully through the hallways to the door at the back.

AVOID THE STAIRS

Whatever you do, do not go up the stairs in the trenches.The sniper has a clear line of sight on the stairs and will instantly kill you if you attempt to climb them.

Quickly shoot the enemy on the other side of the door and grab his **Toggle Action** shotgun. The sniper is waiting at the top of the stairs. Have your gun ready with Aim Down Sight while approaching his perch. After you kill him, grab his rifle.

With the sniper down, return to the base of the bunker and meet Turner. Walk up the concrete steps to find Turner at the top. Follow him as he leads you along a path near the river.

MEMENTO: RATIONS

Right after you kill the sniper, you can get this Rations memento. Upon exiting the sniper's bunker, you will see a gangway above the stairwell. Run and jump up on the gangway. Immediately turn around and you will see the Rations sitting out in the open.

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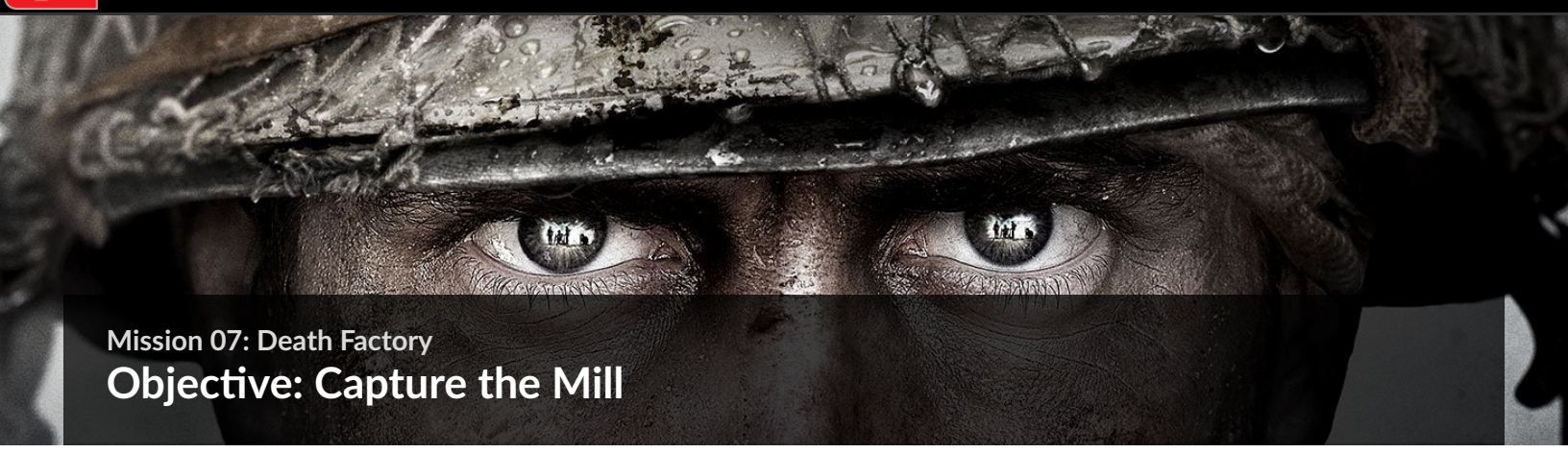

Mission 07: Death Factory

Objective: Capture the Mill

The path leads to a mill where a battle between your squad and the German mortar squad is taking place. Use a rifle to eliminate the machine gunner on the second floor of the opposite building. When the gunner is down, look at the enemies at ground level and dispose of the Panzerschrek-armed soldier.

Clear out a few more enemies, and then drop down below. Approach the barn to the right. Watch for the soldier in the second floor window. The barn is full of enemies, so approach it very cautiously. As you get closer to the barn, more enemies will appear on the first and second floor. When this occurs, use the doorway as cover to pick them off.

When the coast is clear, fully explore the barn (watch out for the German rifleman attacking your left flank). At the barn exit, locate the door to the main house straight ahead. Go to the door and begin picking off the enemies inside. Ask Stiles for a grenade and toss it inside to clear the room. Carefully move up the stairs on the right. The goal is to kill the men manning the machine gun upstairs. When you've cleared the area, jump down to your squad on the street below.

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Mission 07: Death Factory

Objective: Defend the Mill

Just as you arrive, another German contingent begins sniping your position. Switch to a sniper weapon and look for muzzle flashes to find and pick off the enemy snipers. (There's one in the house with the machine gunner and one on the crates near the bridge.) Use the tree near the bridge for cover.

After killing a few snipers, a second wave of German infantry arrives. Keep your cool and continue to fire at the enemy. When the half-track arrives, change your focus to the gunners on the back of the tank. Destroy the half-track to trigger a German retreat. Mission accomplished, but you still need to take the hill.

DEATH FACTORY

Earn this achievement/trophy by completing this chapter.

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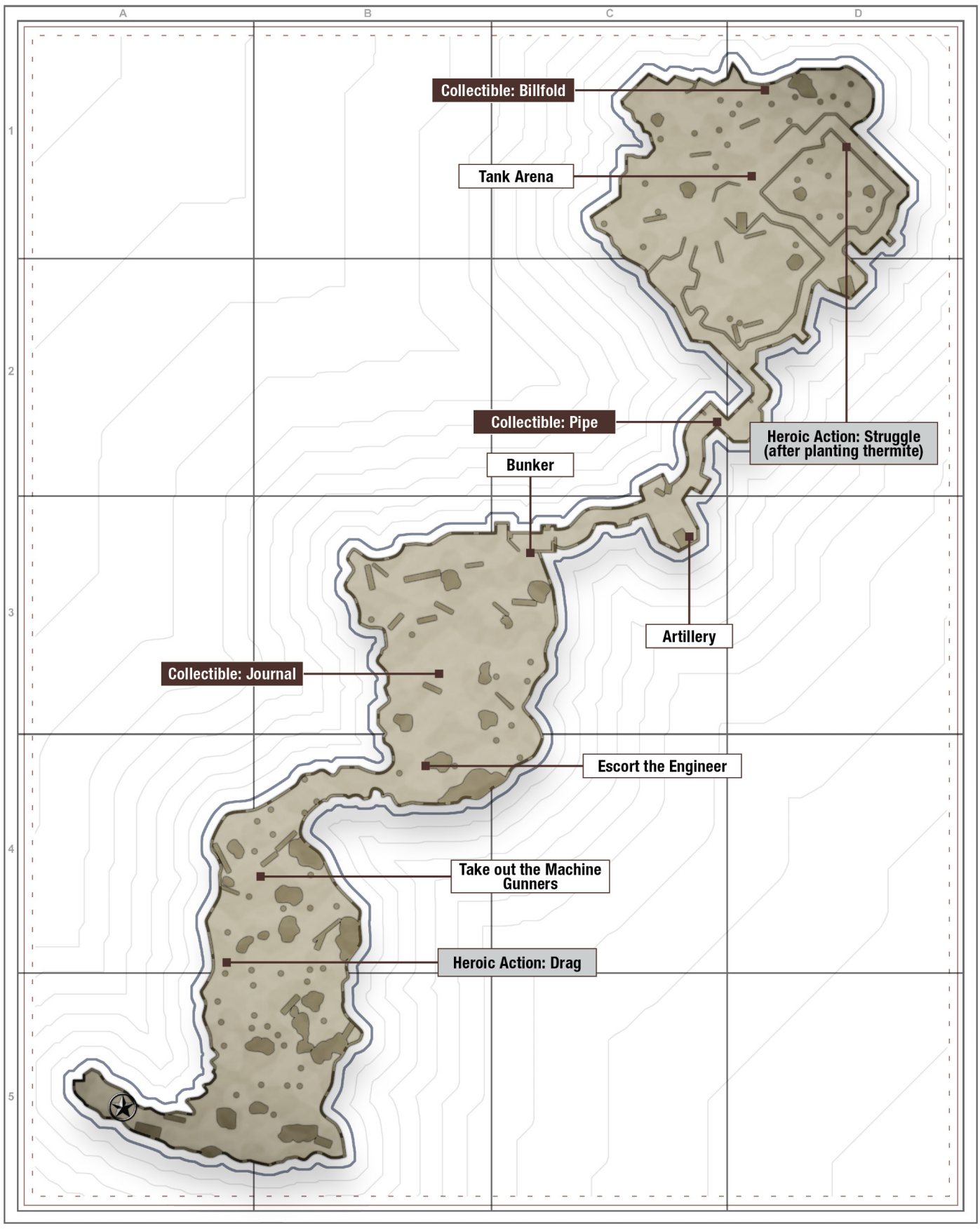
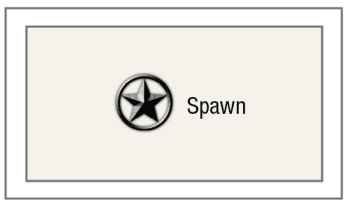
Mission 08: Hill 493

Overview





Mission Intel

Operation: “Hill 493”

Date: 11/14/1944

Location: Hürtgen Forest, Germany

Journal Entry: *Still waitin’ on Pierson. There’s no tellin’ what he’ll do, but his record ain’t exactly stellar. If you were here, Paul I know you’d set’im straight. Just hope Zussman and Aiello can hold out ‘til we hit those guns together.*

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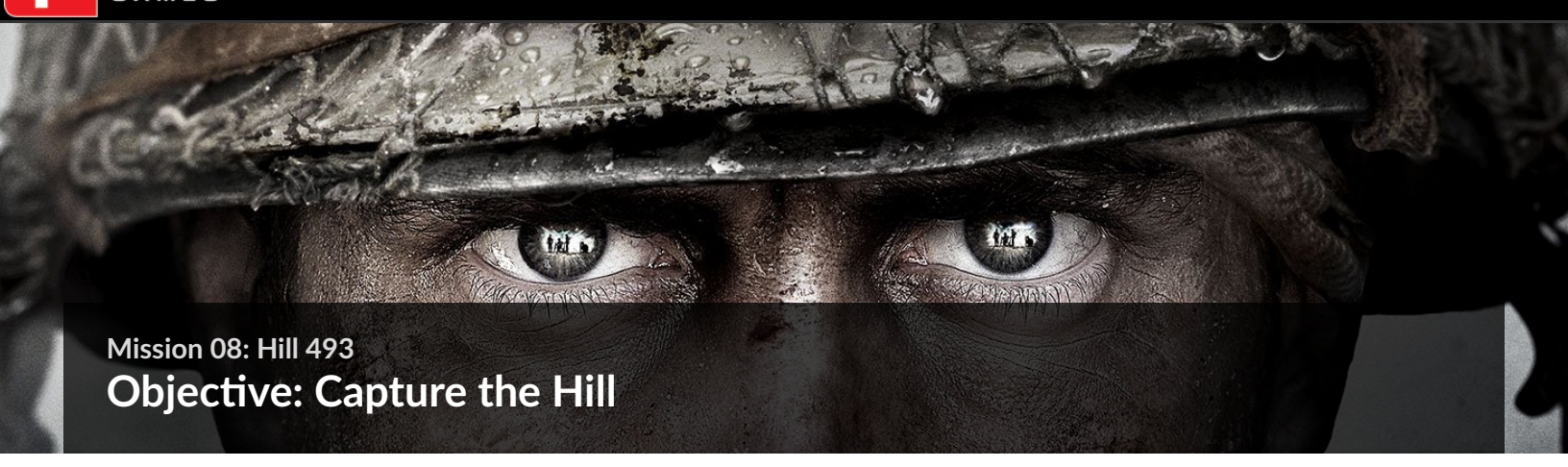

Mission 08: Hill 493

Objective: Capture the Hill

In this mission, your squad runs into an injured Aiello near Hill 493. Fully stock your ammo using the box on the right and then charge up. An artillery barrage begins almost immediately. Run up the right side of the area, but remain behind cover of the trees and rocks.

Clear the nearby enemies, then sprint from one rock to the next one until you locate the machine gunners at the top of the next ridge.

WATCH YOUR LEFT SIDE

When advancing up the right side, it's easy to move past your squad. Be on the lookout for advancing Germans on the left side, as they can possibly shoot you from behind if you get too far ahead.

TAKE OUT THE MACHINE GUNNERS

Move up the right side of the area until you get a clear shot on the three machine gunners. If you are having trouble locating them, use the Objective button to highlight them on-screen.

When the three gunners go down, your squad will make a strong advance on the remaining enemies on the ground. Hang back in cover and pick off the Germans, but let your squad mates take the brunt of the fire. When the path becomes littered with Nazi corpses, Turner sprints up to meet the squad.

OBJECTIVE: ESCORT THE ENGINEER

Turner stops next to an engineer armed with a pole charge demolition kit. When you're ready, make Parker charge up to a rock to find cover. Stay behind and take aim at the machine gunner nest. Keep firing until the machine gun is suppressed, then run over and press the Activate button when next to Parker again.

SUPPRESSIVE FIRE!

If you can keep Private Parker alive through this sequence, you will earn this achievement/trophy.

Once again, stay behind cover and, as soon as the machine gun starts up again, unleash rapid fire. Remember that your shots don't need to be very accurate to suppress the gun. Sprint up and press the Activate button next to Parker a third time.

MEMENTO: JOURNAL

Look for a Journal on a dead soldier next to a wooden stump halfway up the hill. Wait until Private Parker is done with his charge up the hill before trying to retrieve this.

Stay where Parker was standing and focus on killing the German infantry who attack from the left side of the bunker. These guys will take out Parker if you order him to move before killing them.

When the German infantry is history, suppress the gun again and sprint up to Parker. He eventually reaches a large rock. You just need to suppress the gun one more time to complete this section of the mission. Although the charge is set, it detonates early and the result isn't good. Press the Jump button to mantle into the bunker and capture the hill.

NOT SAVING PRIVATE PARKER

Unfortunately, it's quite possible that Parker may die as you climb the hill. If this happens, you will need to complete the mission by yourself without Parker.

Grab the pole charge from where Parker fell and use the same "suppress and sprint" tactics described previously. Make it to the side of the wall and plant the charge to blow open the side of the bunker.

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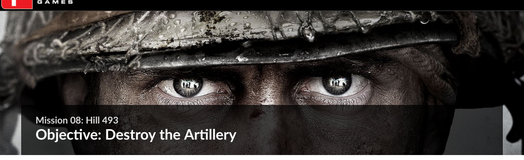

Mission 08: Hill 493

Objective: Destroy the Artillery

Search the bunker for an ammo restock and a med pack. When ready, press the Activate button to open the bunker door. The trench is well defended. Your priority is a shotgun-wielding soldier gunning for your position from above the trench on the left. Kill him and then focus on the multiple soldiers inside the trench. Toss a frag grenade and finish off the job by utilizing Aim Down Sight when using the M1A1.

During the advance, a few more Germans will likely appear so slowly move forward. When the area is clear, Turner instructs you to use thermite on the 150 cal cannon in the trench. Walk up to the back of the gun to place the thermite.

MEMENTO: PIPE

Search the right side of the artillery gun for a Pipe sitting on a shelf.

HISTORICAL TIP: THERMITE

Ironically, thermite was invented by German chemist Hans Goldschmidt. Thermite is a chemical reaction caused by mixing and igniting two metallic fuels. Thermite was used in World War II to disable and destroy artillery. Loading it into the breach or loader portion of the gun will destroy it, making the gun either extremely dangerous or unable to fire.

Immediately after destroying the first gun, a flamethrower soldier emerges from the next bunker. Use a grenade to quickly neutralize him; the Flammenwerfer slows him down, making him unable to effectively evade the explosive.

Switch your alternate weapon from the handgun to the Flammenwerfer. Move into the bunker and cleanse it with fire. Activate the door inside to exit to another trench with another piece of large artillery.

AIR INTEL — TANK ATTACK!

The German reinforcements arrive from the red area, but many will enter the trenches and aggressively charge your position. Try to avoid getting flanked!

You need to clear out this area in order to get close enough to use thermite on the artillery. Use Pierson's special ability to highlight the enemies on the field, then go prone and begin crawling through the trench. This will keep you out of the enemies' line of sight near the gun, allowing you to focus entirely on killing the Germans in the trench.

MEMENTO: BILLFOLD

Before destroying an artillery, search the rear corner of the area for a blown-out bunker. Right next to that bunker is an intact bunker. The Billfold is in the window of this bunker (near the ground).

While crawling around, pop up and pick off any visible enemies above the hill. There are several near the gun. Once the area is clear, you will get an Objective Complete notification, meaning it's time to move to the artillery. The artillery has a med kit and a full ammo restock. Grab both before destroying the gun with thermite.

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Mission 08: Hill 493

Objective: Disable the Tank

Once the artillery is destroyed, a tank arrives and begins circling the area. When this happens, immediately retreat to the trench's starting area. You can't place the thermite until all of the infantry in the area are dead. Carefully proceed through the trenches, killing the Germans as they appear above and inside the trenches. After making one full circle, the area should be clear enough to approach for a thermite placement.

The rear of the tank is always at the back of whatever direction the tank is moving. When you are close to the rear end, press the Activate button to place the first thermite charge.

After placing the first charge, though, German reinforcements arrive on the scene so sprint back to the starting point. Patiently wait for the aggressive infantryman to charge your position. Next, carefully move around the trenches while avoiding machine gun fire from the patrolling tank. Watch the machine gunners who emerge on the bunker at the back of the area. You can't destroy the tank until they are eliminated!

After completing the loop, it's time for one more thermite charge. Move to the back of the tank and press the Activate button one more time to place the charge.

It's time to prepare for a quick-time event. After you have Turner's gun, shoot him in the knee to make him go down and follow it up with a deadly headshot. Note that you only have a few seconds before he gets a headshot of his own! When you regain control, pull back on the movement analog stick to complete the mission.

OUR MEN

Complete Hill 493 to earn this achievement/trophy.

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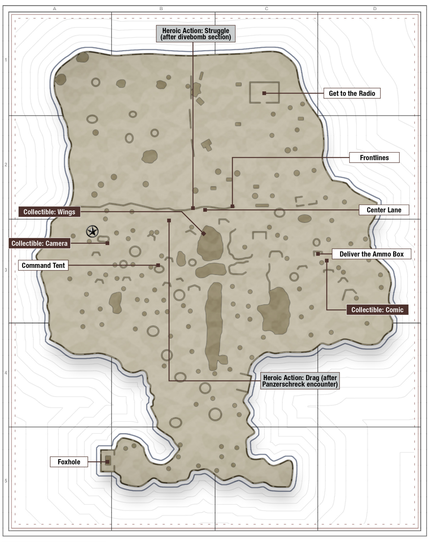
Mission 09: Battle of the Bulge

Overview



Mission Intel

Operation: "Battle of the Bulge"

Date: 12/25/1944

Location: Ardennes Forest, Belgium

Journal Entry: *With Turner gone, we lost our protector. Paul, all I wanted was to come home a hero. Now that Pierson's in charge, I may not come home at all.*

OBJECTIVE: DELIVER THE AMMO BOX

MEMENTO: CAMERA

Before heading over to Pierson, search for a rock outcropping near your path. There is a Camera memento sitting on top of the rocks.

You must now deliver an ammo box to east outpost. Use the Objective button to navigate the Army encampment. When you arrive, press the Activate button at the base of the improvised Christmas tree to deposit the ammunition.

After dropping the box, about a half-dozen Germans on patrol emerge on the hill. Use a sniper rifle to pick them off. Shortly thereafter, a lone German soldier appears in the snow. Pick him off before he can escape and reveal your position.

MEMENTO: WINGS

Before dropping off the ammunition, Search the edge of the area for a soldier peering through binoculars. The Wings memento is in the box next to him.

OBJECTIVE: REPORT TO PIERSON

You need to let Pierson know about the Germans, so sprint back to the level start. If you get lost, use the Objective button to find Pierson's location. Aiello is outside the command tent. Head inside to get your orders for this mission.

REQUISITION A MED PACK

Before leaving the Christmas tree area, search the ground for a med pack. This will be useful later in the level.

MEMENTO: COMIC

After you drop off the ammo, you can find another easy memento. In the bunker with the Christmas tree, look to the snowy ground to the right. You will see a Comic in plain view.

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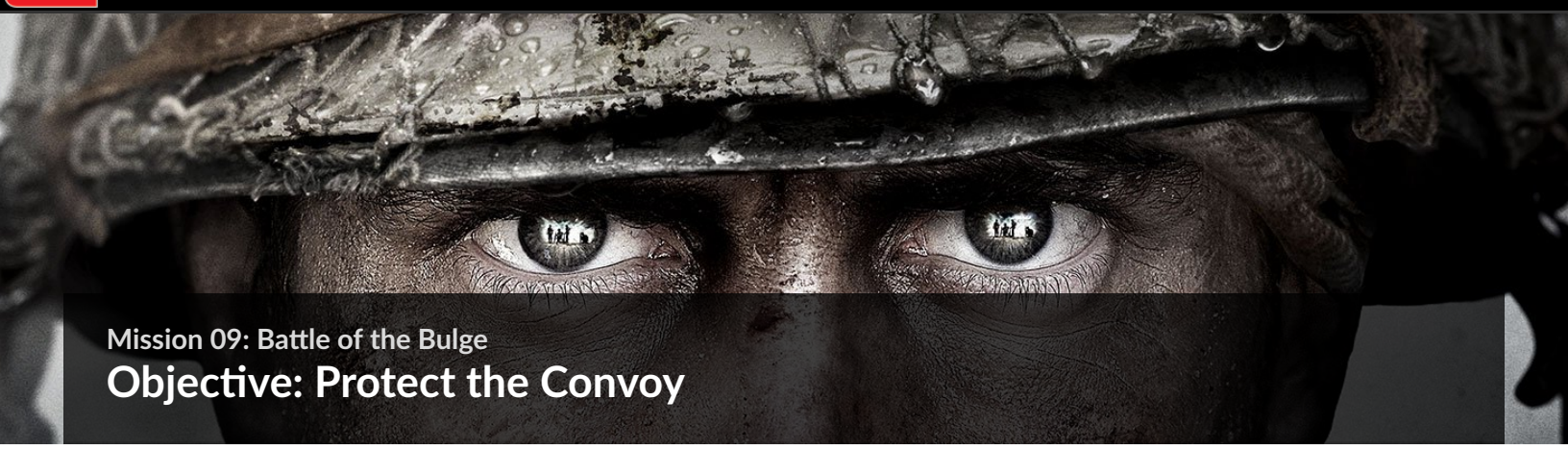

Mission 09: Battle of the Bulge

Objective: Protect the Convoy

After leaving the tent, walk toward the convoy slowly moving up the road. Soon, a huge amount of incoming mortar fire hits the convoy. Sprint past the convoy up to the dugout objective indicated on-screen. Stay down and wait for the barrage to subside. When it's safe, pop up and run over to Pierson.

OBJECTIVE: GET TO THE RADIO

Run after Howard as he sprints across the snowy landscape to the old barn. Once inside the barn, help him lift the debris and grab the radio.

OBJECTIVE: DEFEND CPL. HOWARD

Howard needs some time to repair the radio. You must buy him some extra time by killing the attacking Germans as quickly as possible. Retreat out the back of the barn and pick off the soldiers on the left side of the barn.

After disposing of the left flank, move back inside (remember to stay in cover) and use the Garand to fire at any other enemies. After a few moments, Howard has the radio fixed and you can activate it to call in some air support.

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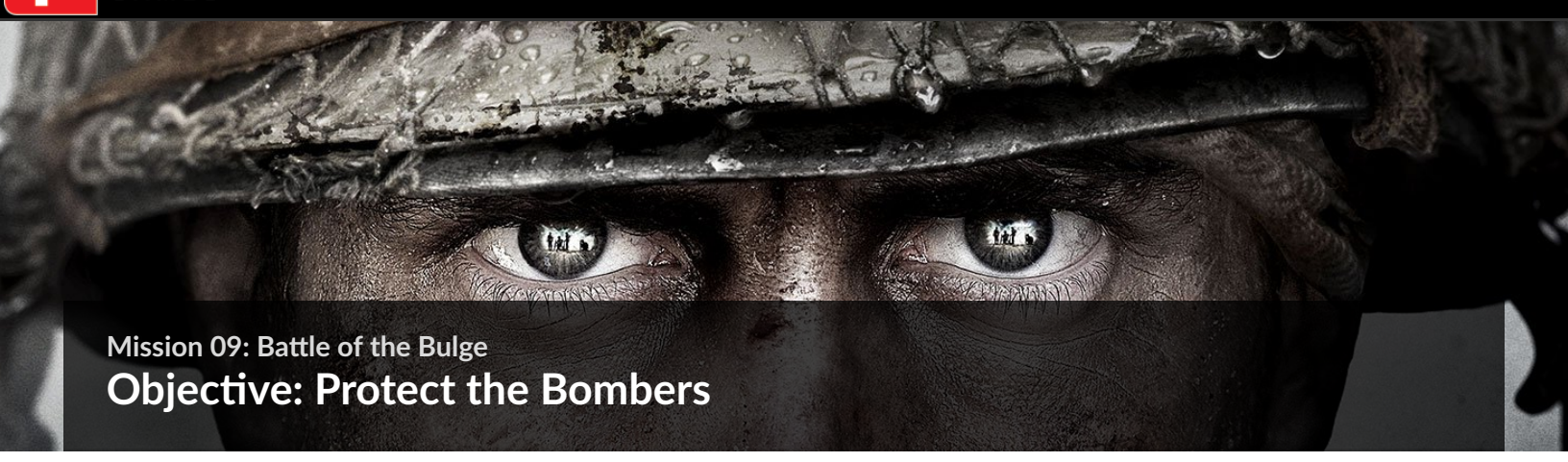

Mission 09: Battle of the Bulge

Objective: Protect the Bombers

At this point, you gain control of a P-47 plane high above the battlefield. Before you can help out Daniels on the ground, you need to protect the bomber squad and ensure they deliver their payload behind enemy lines.

This portion of the game starts with a tutorial to familiarize you with the controls. Once you've gotten a feel for how to fly the plane, a large group of German fighter planes arrive to attack your squad. Speed up to directly engage the fighters. Try to fix your attack on one plane until it takes enough damage to go down.

HISTORICAL TIP: P-47

The P-47 "Thunderbolt" was the Allied answer to the German FW-40 fighters. Powered by a 2,000 horsepower engine, the P-47 maneuvered quite well in dogfights despite its massive size. The plane's size increased the durability of the craft, so P-47 pilots had a high survivability rate.

For this first dogfight, you must destroy eight German fighters. The hardest part is usually finding an enemy plane and differentiating it from a friendly P-47 squad. Luckily, the Objective button takes care of both of these problems by highlight nearby enemies as well as allies.

The B-52s flying in formation aren't defenseless, but they need you to quickly take out the fighters before they take too much damage.

DOGFIGHT MODE

When you get close to the rear of an enemy fighter, enter Aim Down Sight mode to "lock on" and get a better view. Note, however, that some players may find it more difficult to quickly kill enemies while in this mode. You may want to stick with the regular view when attacking the fighters if the other view makes it too hard.

After eliminating eight fighters, your squad must traverse another flak field. Realign with your escort and do your best to avoid taking damage from the black clouds dotting the sky.

After making it to the other side, the Germans have a second flight group ready to attack. This time it consists of 12 enemies. Flip around and take on the enemies attacking from the six o' clock position head-on.

WATCH YOUR HEALTH!

The health at the bottom of the screen represents the health of your bomber squad - not your plane. Worry more about protecting the bombers as opposed to the incoming fire.

FLYBOY

Shoot down 12 enemy planes in this sequence to unlock the Flyboy achievement/trophy.

OBJECTIVE: RETREAT TO THE FRONT LINES

Once you regain control of Daniels, charge back to the stone wall. Use your Garand to pick off the gunner on the back of the half-track, as well any other soldiers charging your position. Grab a machine gun off the wall and then press the on-screen indicator to dismount the gun. This will allow you to quickly dodge behind cover if you take damage from incoming fire.

OBJECTIVE: GET TO THE LEFT FLANK

When you are ordered to get to the left flank, sprint up the wall to the left and find some cover near your Sherman tanks. Drop the machine gun and use a rifle to kill the Panzerschreck soldiers as they charge up from the woods on the left. A soldier will go down here. Drag him behind the bunker to save him.

OBJECTIVE: FORM UP ON THE CENTER LANE

After regrouping with your squad in the center lane of the defenses, several German tanks arrive on the tree line. Stay behind cover and get ready to use a machine gun. As soon as the enemy infantry emerges from the smoke, start mowing them down with your 1919 machine gun. Eventually Daniels gets hit by a round, but just as your P-47 air support arrives!

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Mission 09: Battle of the Bulge

Objective: Destroy the Tanks

There are three tanks crawling up the battlefield. Throw some smoke grenades to give your P-47s good targets to bomb. As soon as you get a smoke grenade, toss it directly ahead at the closest tank. This should be an easy hit. With the first tank down, move all the way down the left side of the wall. Toss a second red smoke grenade at the tank there. Finally, return to the middle to nail the last tank, which at this point, should be very close to your defensive line. Stay behind cover until it explodes.

OBJECTIVE: RALLY ON PIERSON

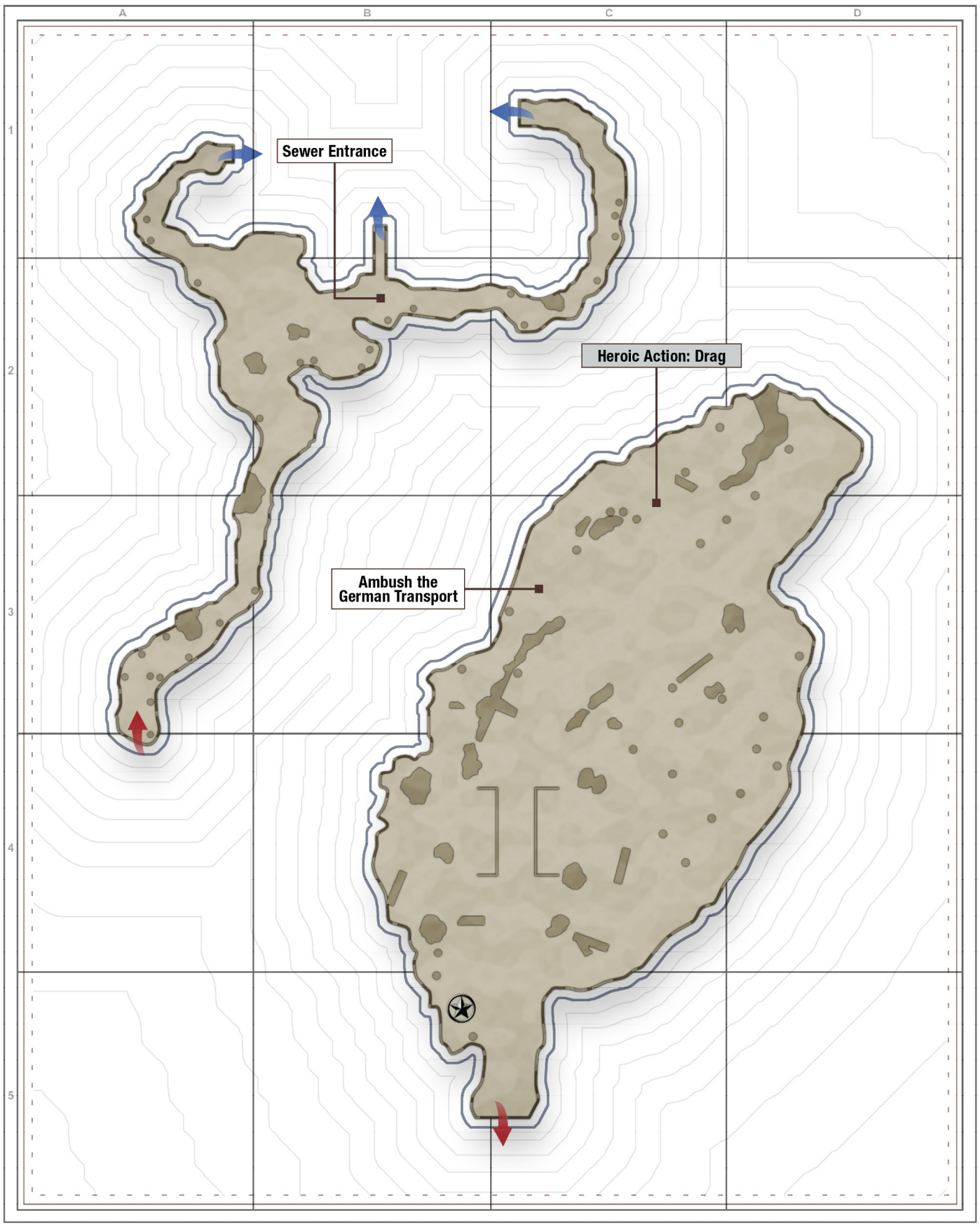
Follow the objective indicator to return to Pierson at the center line. He calls in an airstrike. After he does, sprint after Zussman. Dive toward the foxhole and shoot the infantrymen as they charge your position.

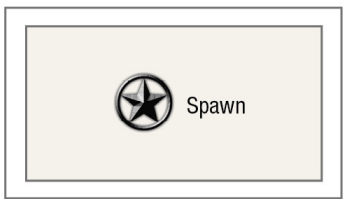
WORST CHRISTMAS EVER

Finish Battle of the Bulge to earn this achievement/trophy.

Mission 10: Ambush

Overview





Mission Intel

Operation: “Ambush”

Date: 12/27/1944

Location: Ardennes Forest, Belgium

Journal Entry: *Pierson’s gone to a dark place, and I can feel myself getting dragged down with him. But I’ve gotta do my part if we’re going to protect the convoy.*

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Mission 10: Ambush

Objective: Ambush the German Transport

This mission begins with an ambush on the German convoy. Follow the objective marker up to the hill overlooking the road. Crouch down and wait for the convoy to arrive.

The enemies you are attacking in this section are not close, so use either the M1A1 Carbine or the machine gun at the start of the battle. The ambush goes off without a hitch. Use Aim Down Sight to pick off the Germans as they scramble for cover. Once you've killed the majority of the Germans, walk down the hill and drag the downed GI to safety behind a nearby rock.

Now, switch to your automatic rifle and proceed to the destroyed convoy. There are a lot of enemies here and it's nearly impossible to kill them all from the safety of your perch. Move with your squad to kill the survivors.

Be extra careful of the sneaky German hiding in the back of the troop transport truck parked on the stone bridge. You can shoot him through the wood paneling in the side of the truck bed. The Ambush is a success! Jump in the back of the truck to complete this section.

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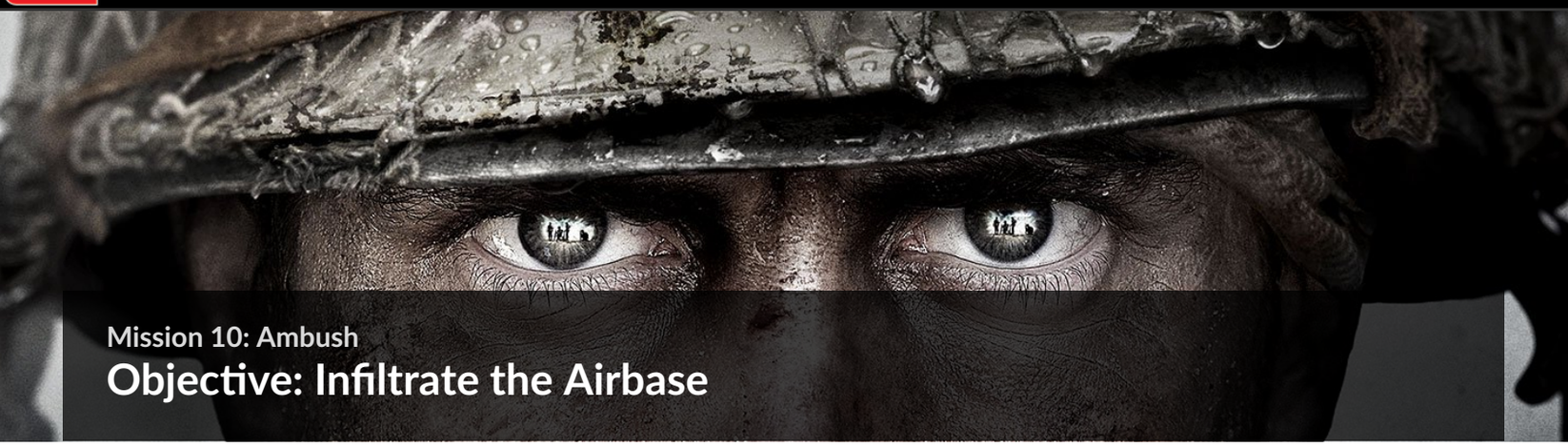


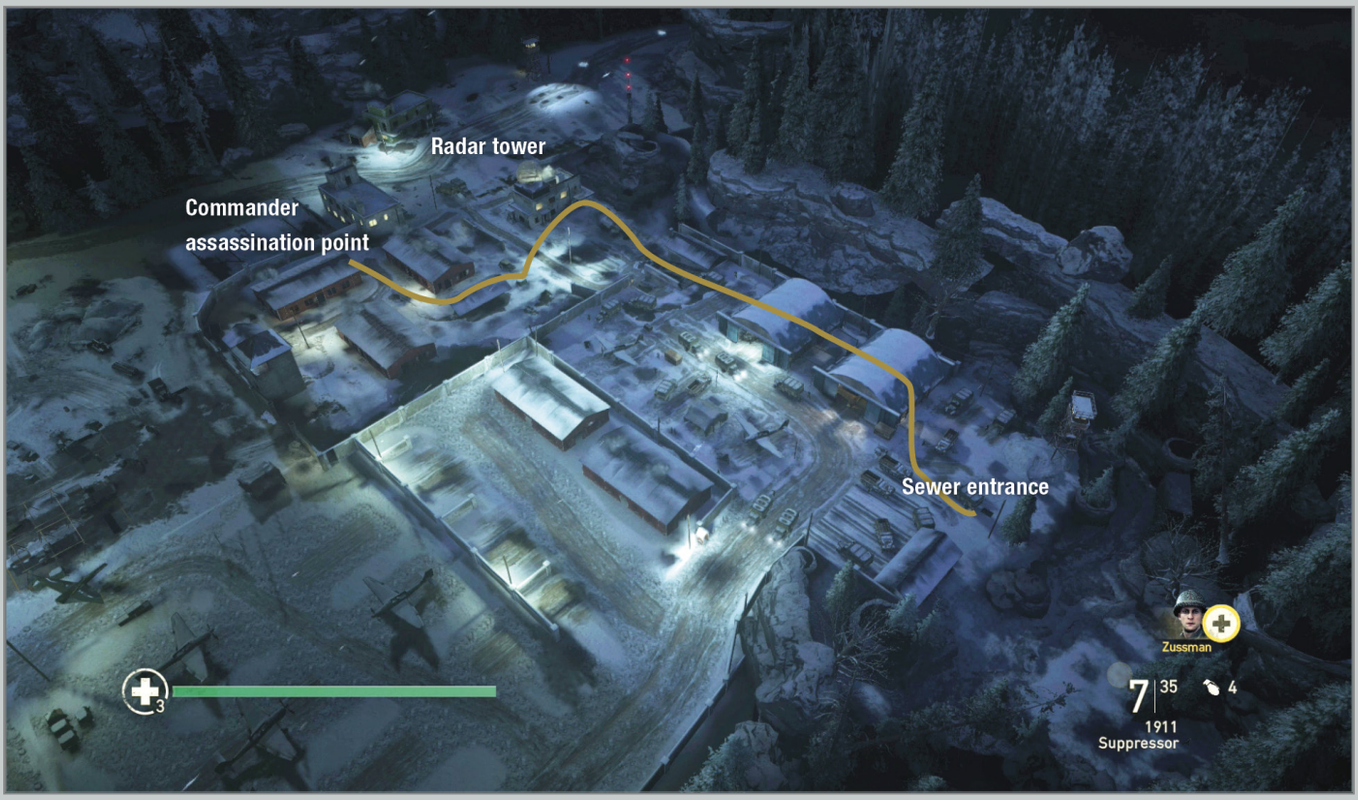
Mission 10: Ambush

Objective: Infiltrate the Airbase

You and Zussman are leading a stealth mission to infiltrate the Airbase and provide cover for Pierson's assault on the base.

AIR INTEL —GERMAN BASE

There are three main points of entry into the base. Guards patrol the entire area.



Follow Zussman up the fire trail to the back part of the base. There are three points of entry here: You can follow the frozen creek to the left or right side of the base, or you can take the sewer drain to access the base.

You have two guns, a M1903 6x Optic and a 1911 Supressor. The sniper rifle does not have a silencer, so using it will alert any nearby enemies. It's better to stick to a stealth path to avoid sounding the alarm.

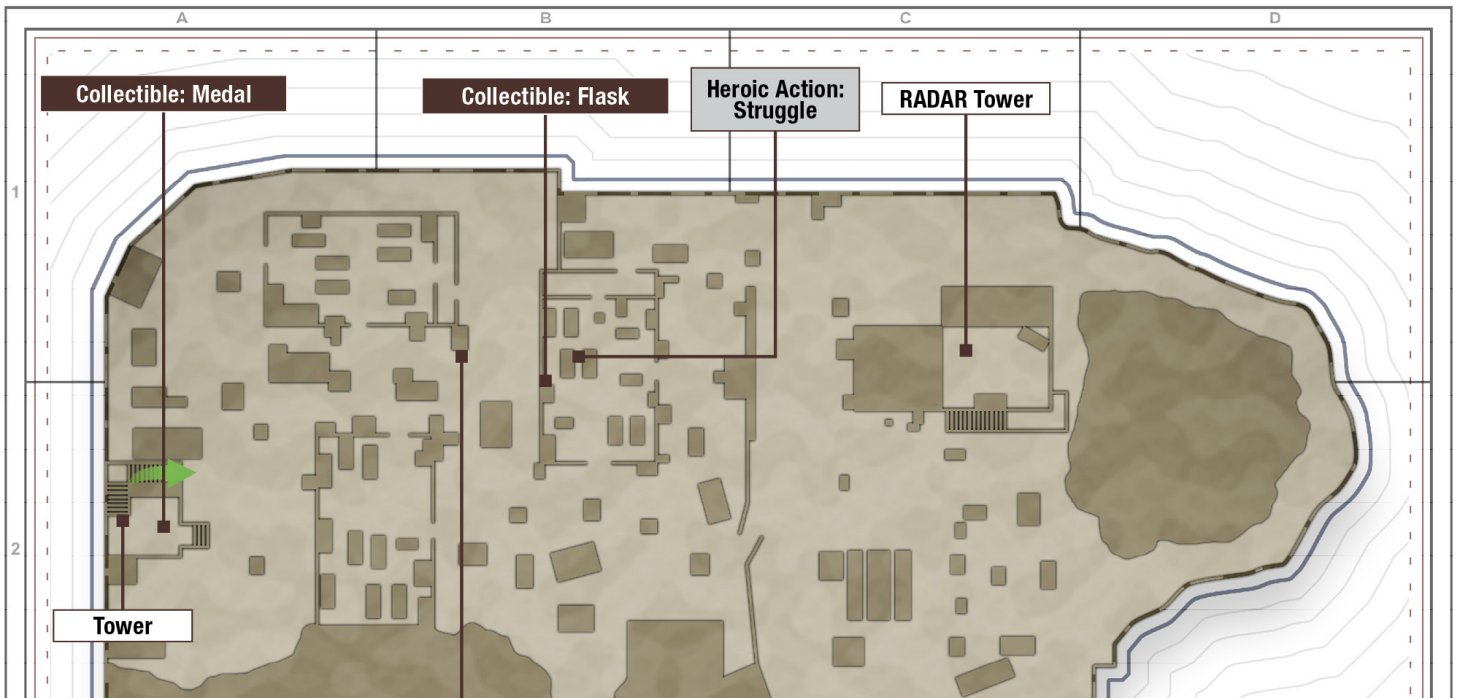
Here is one suggested path:

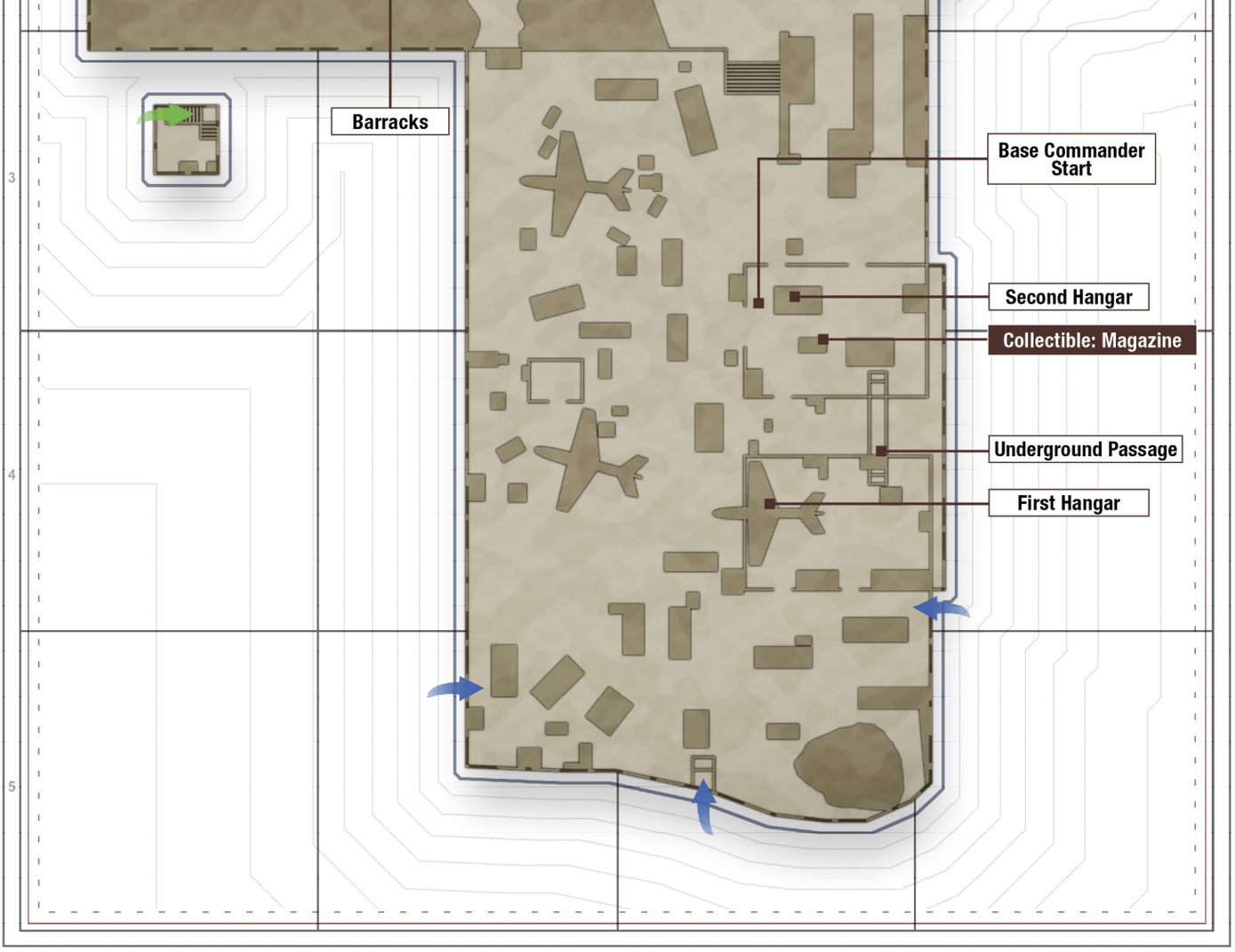
Move down the sewer pipe and activate the grate at the end.

Continue past the truck to the halftrack on the right. This enables you to avoid the guards to the left and right.

Step into the hangar. Ignore the guard working on the plane, as he is currently distracted.

Look for the grate at the back of the hangar. Activate it and drop inside for a bonus med pack.





OBJECTIVE: KILL THE BASE COMMANDER (OPTIONAL)

MEMENTO: MAGAZINE

Instead of going through the grate, enter the second hangar. Look for this Magazine memento next to the guard who is quietly cleaning his gun.

Exit the grate and Zussman will point out the base commander. Ignore him for now; he's too difficult to kill without alerting the guards.

Exit the back door of the hanger. Watch out for a patrolling guard. If he's there, wait for him to pass. You can see your goal – it's the radio dish directly ahead.

There's a supply dugout nearby with a guard. Sneak up behind him and perform a melee kill. Zussman will kill the other guard.

Hide behind the stack of four-by-fours up ahead until the guard passes and turns his back. Wait until he is out of view of the patrolling guards and then execute a melee kill.

Watch as the base commander passes through the chain link fence. Another guard arrives to patrol the fence. Wait until he approaches on the left, then sneak between the crates and score a silenced headshot on this guard.

Now is your chance to get the base commander. Wait for the commander to walk past, then follow him by sneaking across the main section of the base. Use the tires and truck for cover.

Follow the base commander's path into the next section of the base.

DIRECT EXIT

If you'd prefer to just move onto the next section of the level, you can do so by climbing the radar building's ladder here.

There's an ammo truck parked here. Resist the urge to get the ammo and med packs on top of the truck. Instead, sneak up the far side of the truck and wait for the commander to circle around the back of the building.

If you did this quickly enough, you can shoot the commander with your silenced weapon to complete this sub-mission.

Wait for the far guard (near the corner of the building the commander just turned around) to turn his back. Sneak up behind him and perform a melee kill.

There's a chance that some guards emerge on your way back to the radio tower. If this occurs, either finish them with a silenced headshot, or move around them by taking the long way back to the tower.

INFILTRATED

If you can make it through this section of the level without being detected, you will earn the Infiltrated achievement/trophy. You don't need to kill the general to unlock this, so you may want to head straight to the radar tower.

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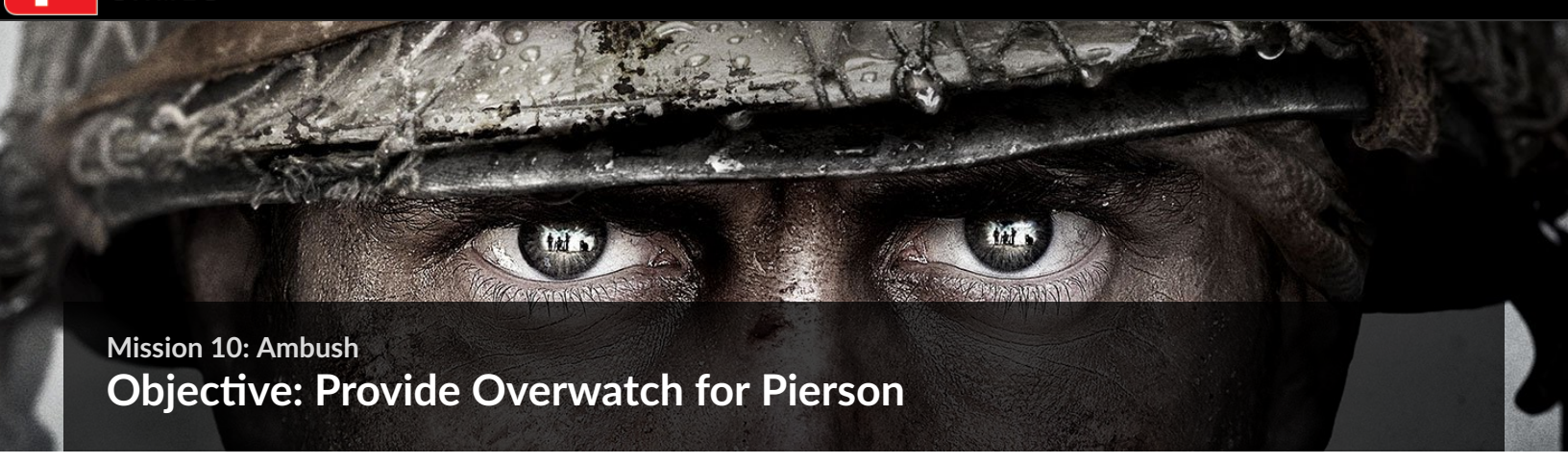

Mission 10: Ambush

Objective: Provide Overwatch for Pierson

After a few moments, Pierson's squad charges through the front gates of the base. Provide sniper cover by killing any enemies. After eliminating several enemies, listen for Zussman's warnings of a sniper. There are snipers on the building to the left, as well as the green building directly ahead. Focus your shots on the snipers, then return your focus to the open area below. When the flamethrower enemy emerges from one of the buildings, kill him with some direct headshots to prevent any fire getting on Pierson or his squad. Once Pierson moves up to the first truck and destroys it, follow Zussman down the side of the building to reunite with Stiles.

OBJECTIVE: REACH THE TOWER

MEMENTO: FLASK

The Flask memento is placed in the open in the first Barracks you enter on the way toward assaulting the tower. You will see it flashing on a table off to the right.

The Germans have rallied and taken a heavy defense in and around the barracks. Getting to the tower is a battle, one that will test the skills you have gained up to this point. Kill the initial line of enemies by staying back behind cover and picking them off with the sniper rifle. After doing so, move up to the enemies and replace your silenced pistol with one of the German weapons on the ground.

Clear the first barracks building and exit back outside. Jump on the back of the ammo truck to refill your ammunition and score a med pack. The back of the truck also provides excellent cover from enemy fire. Pick off enemies using the sniper rifle while taking cover behind the barrel. When the alley underneath the tower is clear, jump off the truck and rejoin your allies.

MEMENTO: MEDAL

There is a Medal memento on the stack of crates at the base of this guard tower. Grab it on the way up.

Climb the tower stairs and shoot the guard manning the machine gun. Get on the machine gun and start shooting at the guards below. Eventually, a blast from a tank knocks Daniels from the tower.

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Mission 10: Ambush

Objective: Rescue Zussman

The Germans have captured Zussman! You are once again in control of a vehicle. Use the Fire button to accelerate after the Germans. If you accidently get stuck on an obstacle, use the Aim Down Sight button to back up.

In this section, don't worry about incoming gunfire. Instead, just focus on staying close to the truck. But don't get too close, because doing so makes it easier to get knocked off the road.

When the truck begins to slow down, speed up to catch it and complete the chase. Get ready for another quick-time event, too! Crawl forward to the gun. Once you have it, align the gun with the enemy's head and fire!

NO SACRIFICE TOO GREAT

Complete this chapter to earn this achievement/trophy.

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Mission 11: The Rhine

Overview

Spawn

Mission Intel

Operation: “The Rhine”

Date: 3/7/1945

Location: Remagen, Germany

Journal Entry: *March 1945. With the 9th Armored and the 99th, our mission is to take the Bridge at Remagen. We get across, the last German resistance will crumble. But first I have to get past Pierson.*

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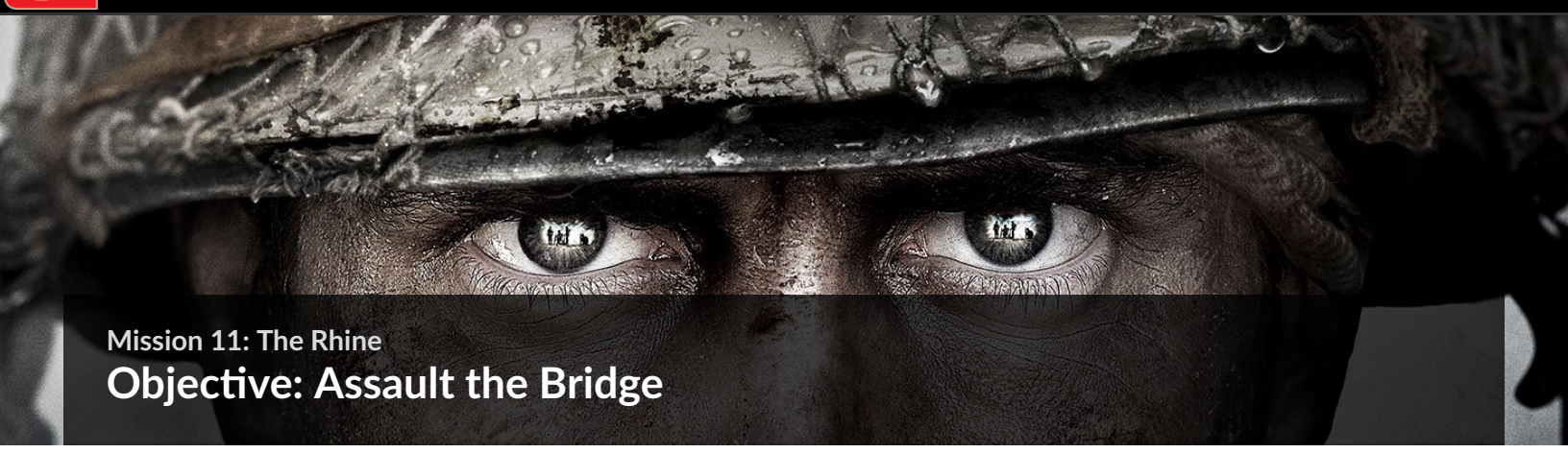

Mission 11: The Rhine

Objective: Assault the Bridge

This level starts in the middle of a warzone. Sprint ahead and continue up the dirt trail on the left. At the top of the hill, take cover on the right behind the rock formation. Unload on the Germans standing on the hill.

When your squad advances, provide cover for them by moving up to the next rocky outcropping. Fire at the Germans defending the entrance to the bridge.

Move up to the lower rock. This provides surprisingly good cover as the Sherman tank advances up the road. Pick off the snipers on the bridge tower's roof, then turn your attention to any enemies attacking from the bridge. The M1A1 Carbine should have enough range to target any of these enemies.

When most of the enemies are dead, carefully move further up the dirt path. Although more Germans will attack, they're more focused on the tank. Pick them off with headshots to allow the tank to advance on the bridge.

Unfortunately, that's the last stand for the tank as it gets blown to pieces by a Panzerschreck. Pick off the machine gunner located in the side window of the tower, then head for cover on the left side of the destroyed Sherman tank.

Crouch down at the back of the half-track and peek out to kill the machine gunner behind the sandbags at the beginning of the bridge. Clean up any remaining Germans and sprint up to the door on the right.

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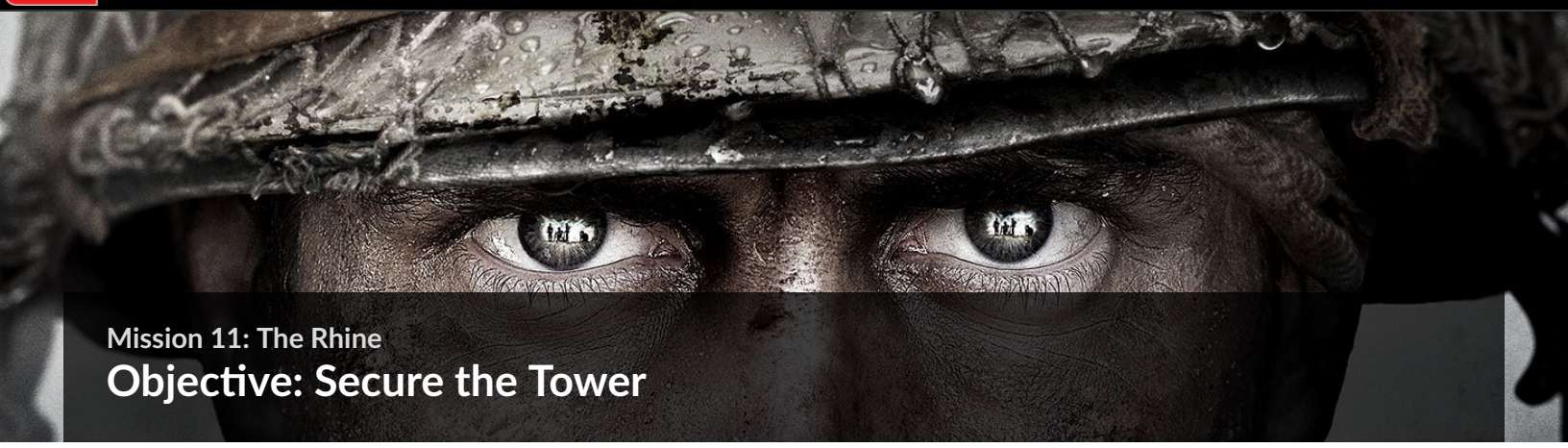

Mission 11: The Rhine

Objective: Secure the Tower

A flamethrower GI charges in front of Daniels and burns out the bottom floor of the tower. Although this makes your job a lot easier, you still need to clear out the upper floors of any enemy resistance.

Follow Aiello about three-quarters of the way up the stairs. The Nazis here are crammed into tight-quarters, so toss a frag grenade to weaken their attack. Toss a grenade and let 'em have it with your machine gun. Search this level for an ammo crate, as well as a few med packs.

The next floor is empty, so don't waste a grenade there. The top floor has several German machine gunners in it. Open up on the nearest gunner, kill the guy next to him, and the rest of the Germans surrender.

MEMENTO: CANTEEN

There's a Canteenmemento sitting on a stack of crates on this floor. Grab it before moving any further.

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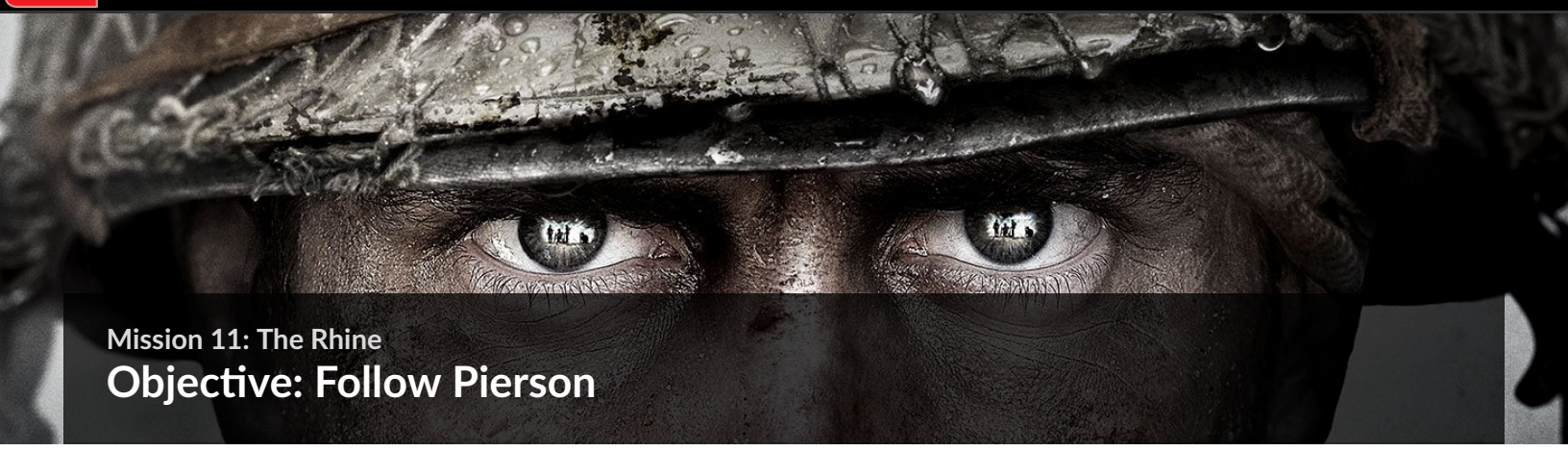

Mission 11: The Rhine

Objective: Follow Pierson

When you return to the bottom of the tower, Pierson lets you in on the plan. You'll provide cover for the engineers as they move to dismantle the German's bridge bombs. Follow Pierson up to the truck. If he has his special ability ready, now is the time to activate it.

Unload on the Germans and they begin to scramble. Use your weapon of choice to mow them down. Don't charge blindly down the bridge; instead, use the various crates and vehicles for cover while advancing.

When you get halfway down the bridge, the Germans inadvertently unleash their explosives early, saving the bridge from getting destroyed in the process. However, the bridge has significant damage; continue following Pierson through the smoke.

Look for a plank of wood leaning against a portable generator on the left side of the bridge. Grab the sniper rifle here and pick off the soldiers on the top of the left tower. Continue down the left side of the bridge and use your scope to spot and kill the enemies on the right tower. These include a deadly sniper, machine gunner, and rocket launcher enemies.

Now turn your focus to the enemies on the bridge. They advance from the middle and left sides. Watch the Panzerschreck at the back of the truck and the enemies charging from the left side. Stay in cover and the enemies will aggressively expose themselves and attack.

When you get close to the end of the bridge, more machine gun enemies and even a flamethrower infantry appear. Just stay in cover and use a sniper rifle to attack them from range.

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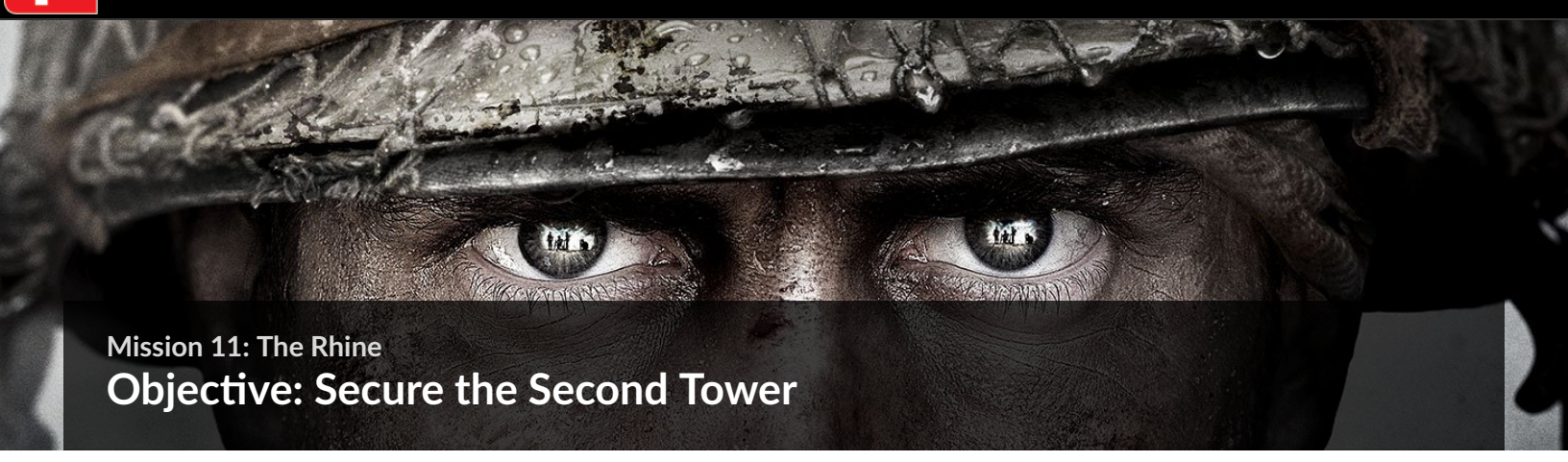


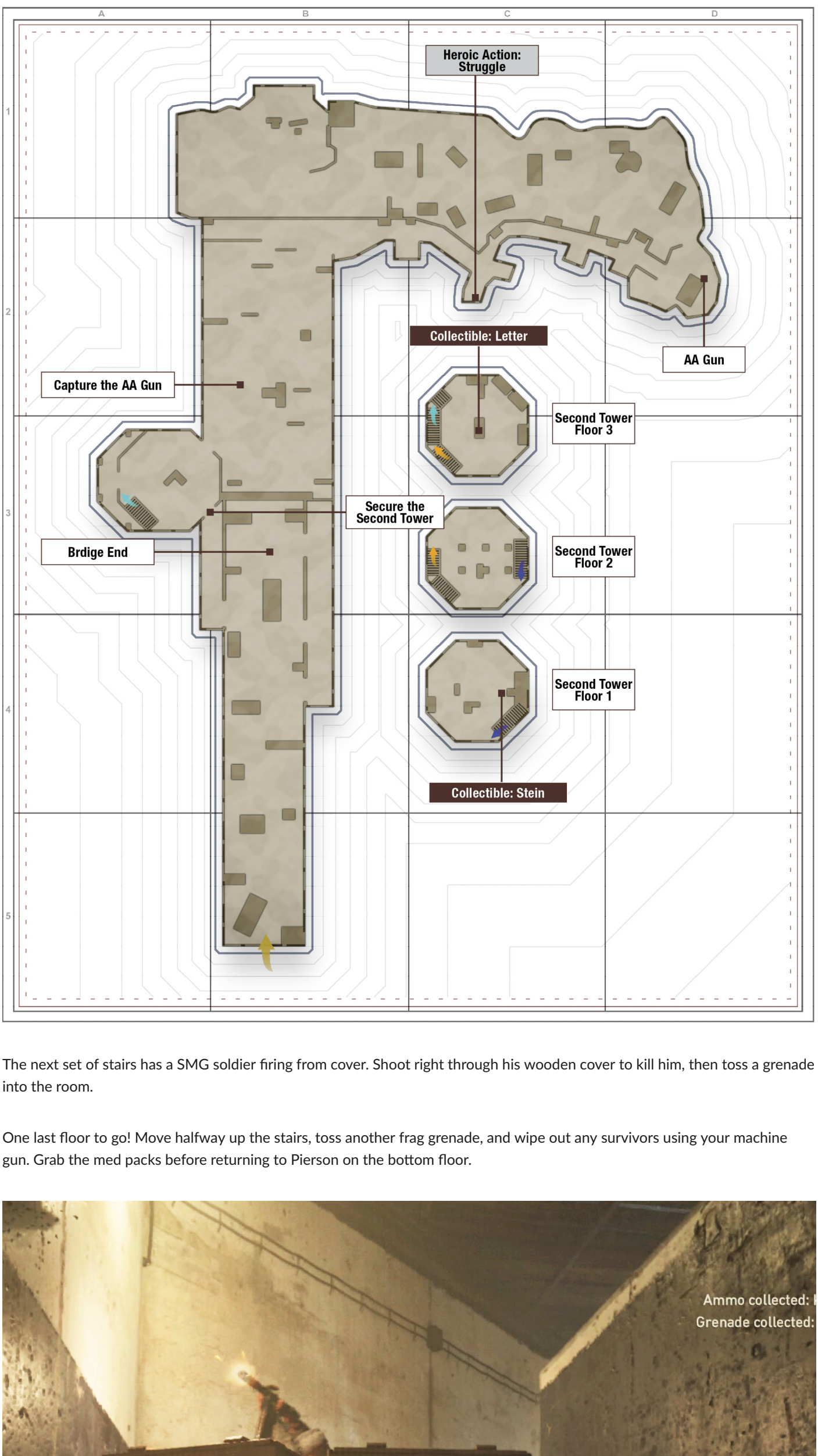
Mission 11: The Rhine

Objective: Secure the Second Tower

Grenades don't work as well on this tower. Carefully climb the stairs to the first floor. An infantryman will charge down the stairs during this sequence, so have a weapon ready to smash him in the face. Continue climbing and look for a sniper in the room on the right.

MEMENTO: STEIN

Before continuing up the tower, search the room for a Stein memento sitting on a wooden table. It's located near the sniper.



The next set of stairs has a SMG soldier firing from cover. Shoot right through his wooden cover to kill him, then toss a grenade into the room.

One last floor to go! Move halfway up the stairs, toss another frag grenade, and wipe out any survivors using your machine gun. Grab the med packs before returning to Pierson on the bottom floor.

MEMENTO: LETTER

A Lettermemento rests out in the open on the top floor of the second tower. Grab it before heading back downstairs.

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Mission 11: The Rhine

Objective: Capture the AA Gun

Sprint after Pierson when he exits the tower. Find cover and toss a grenade at the enemies attacking from behind the sandbags. Follow Pierson when he advances into the trenches. Take your machine gun out and have it ready to attack the enemies guarding their fortification.

Stay low; there are only a few Germans in the trenches. Your machine gun and your experience should make short work from them as they try to attack from cover.

The target is at the end of the trench: the AA Gun. Press the Activate button to jump on the back of the AA Gun. This sequence is very similar to a previous one. Just keep shooting at the planes as they fly in patterns over the bridge. Lead the planes with your flak to inflict the most damage. About halfway through this sequence, the planes will start attacking in groups. Focus on taking them out before they can swoop in to kill you.

DEFENDER

To earn this achievement/trophy, you must shoot down every plane. Note, however, this doesn't include the planes that attack once you run out of ammunition.

When your gun dry clicks, a P-47 Allied plane swoops in to pull you out of the frying pan…

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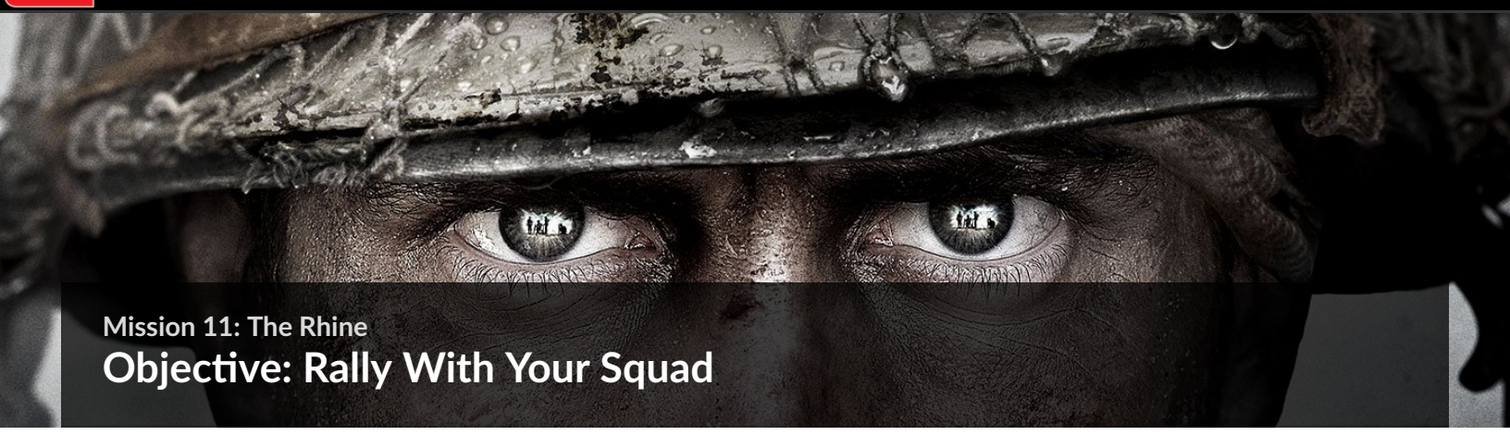

Mission 11: The Rhine

Objective: Rally With Your Squad

...and into the fire! Immediately after exiting the gun, sprint to the trenches. Stay low and move behind cover up to the rally point on your HUD.

SHOTGUN SWITCH

Before leaving the trench, switch out your primary weapon to a shotgun. This makes the final sequence a bit easier, as you will need to attack several soldiers at short range.

Exit the trench and sprint up to the rally point to complete the level. The tanks arrive just in time to finish off the remaining Germans!

Epilogue

There's one last level: Epilogue. Since the level doesn't have any enemies or special challenges, we'll leave the final level for you to complete. Will Daniels find his lost friend Zussman?

NO SACRIFICE TOO GREAT

After completing the game, you will earn this achievement regardless of the difficulty level you played. If you completed the game on Veteran, congratulations! You will also earn the Distinguished Service achievement/trophy.

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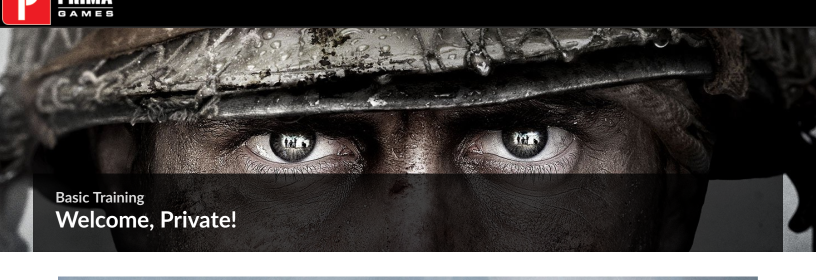
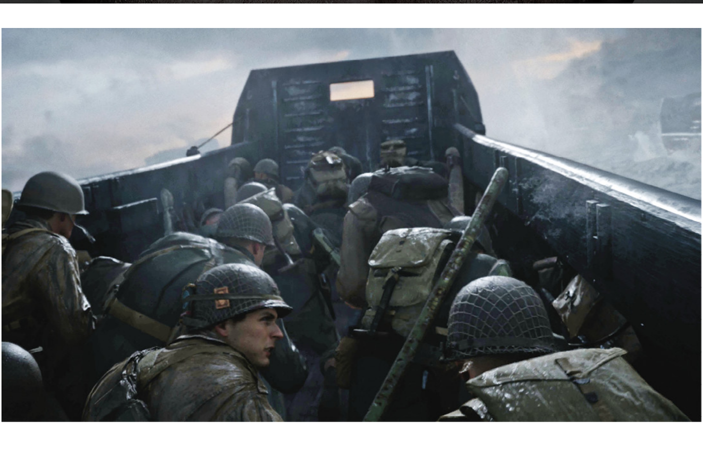


Basic Training

Welcome, Private!



This chapter covers the gameplay basics for both new players and returning players to the franchise. While the setting of *Call of Duty WWII* is drastically different than the last few *Call of Duty* games (since *World at War*), you will find that the gameplay is largely familiar if you have played *Infinite Warfare* or *Black Ops 3* as many of the HUD elements and game physics are identical to the last two entries in the franchise.

If you are a *Call of Duty* veteran, then go ahead and skip ahead to the section titled "Advanced Tactics" to get a summary of the new features in this version of the game.

THE BASICS

Movement

The most basic action you take in the game is movement, however, it is also key to your survival. When you move normally, you move at a decent clip. When you press left and right on the movement analog stick, it strafes (sidesteps) your character to the left or right. To turn and face a different direction, you must use the look analog stick. This all sounds confusing on paper, but you should pick it up quickly once you try moving around in the game.

In addition to normal movement, you can sprint for short bursts. Press the Sprint button to begin sprinting. Generally, you can only sprint forward, however, you can control your general direction by looking to the left or right. Sprinting quickly exhausts your character, so after a few seconds of sprinting, you must rest before you can perform another full-length sprint.

You also have the ability to jump (simply press the Jump button). Since *Call of Duty WWII* is a realistic game, jumping won't save you from getting hit by gunfire. In the single-player campaign, it is primarily used for resetting your character's stance and climbing over obstacles.

Stance

In addition to movement, you can also change your character's stance by pressing the Crouch button. Stances are important for utilizing cover. You also may need to change stance to get through some obstacles in the campaign. There are three stances.

- **Crouch: This is the best stance for normal combat. It reduces the chance you will get hit, but still enables you to move at a decent speed. It is also vital to utilize Crouch when taking a stealth approach. Crouching allows you to quietly approach an enemy.**
- **Prone: Go prone by holding down the Crouch button for about a full second. The prone position is best when sniping or attempting to hit an enemy at long distance. Being in this position drastically increases the accuracy of all weapons, but it is most effective when using rifles and heavy machine guns. When prone, you can barely move so it's not the best position to take when there are enemies nearby.**

- **Stand: This is the game's "normal stance." You can return to this from a crouch or prone position by pressing the Jump button.**

WEAPONS

While moving around is great, movement alone won't let you survive the European campaign! You need weapons, ammunition, and lots of it! But first, there are some core concepts to understand when engaging in gun battles.

Aim Down Sight

Every weapon can be used in conjunction with the Aim Down Sight button. This button is the key to firing accurately and ensuring you kill an enemy before he kills you.

Firing without Aim Down Sight is called "firing from the hip." When using this technique, however, your gunfire is extremely inaccurate. This should only be done in emergency situations in which the enemy has snuck up on you at point-blank range.

In all other situations, you should use the Aim Down Sight button to ensure you are getting the most out of your precious ammo. Your accuracy will increase exponentially by doing so.

COVER

You won't make it off of Omaha Beach if you don't quickly learn the concept of cover. Whenever you take damage from an enemy, stop what you are doing and immediately find cover. If the enemy can hit you once, you are standing somewhere where he can hit you again.

But cover isn't only for defense. When firing at an enemy, always prioritize finding nearby cover first. If you happen to miss, that enemy will return fire and he might be a better shot than you!

Not all cover is made equal. Soft cover (like wood) can be shot through, so avoid using tables and other wooden structures for cover. Don't forget that soft cover works both ways. If you locate an enemy hiding behind a wooden door, shoot right through it with a powerful weapon to take him down!

Weapon Types

Understanding which weapon to use in each combat scenario is the key to surviving the campaign. Each weapon belongs to a basic category of weapons that share characteristics.

RIFLES

Rifles, which come in many shapes and sizes, are the "default" weapons in *Call of Duty* because they are the most versatile. Rifles can inflict high damage (particularly when you can score a headshot) and are very accurate at medium and long range. Although they aren't quite as good at scoring headshots as a sniper rifle, a rifle shot to the head will kill most enemies.

SNIPER RIFLES

Sniper rifles perform similarly to regular rifles, but since they are fitted with a scope they can't be as effective without stopping and aiming with the scope. Sniper rifles have extra long range, capable of killing enemies from extreme distances.

Additionally, when using a sniper rifle, you can use a special Focus ability. Focus slows down time, making lining up headshots from a scoped view even easier. Focus only lasts for a few seconds, though, so make sure to start it only once you have an enemy in your sights.

SUBMACHINE GUNS

Submachine guns, or SMGs, are fully automatic weapons that can be fired "from the hip" more effectively than any other type of weapon. When used with Aim Down Sight, the range of the weapon improves. It won't score headshots at long distance, but picking off enemies at long distance can occur as long as you fire in bursts.

One challenge with SMGs is that they blow through ammunition extremely quickly. You can alleviate this problem by sticking to enemy SMGs like the MP40. Finding enemy ammunition is much easier than trying to find an ammo depot or saving up a squad ability.

SHOTGUNS

Shotguns are somewhat rare to find in the single-player campaign portion of the game. They are only effective at short range. In the campaign, although shotguns are a little less effective than SMGs and rifles, they are still a good go-to option in a pinch.

LIGHT MACHINE GUNS

The next category of common weapon found in the campaign are Light Machine Guns, or LMGs. LMGs can generally be found at Axis and Allied hardpoints, emplaced in a window. You can tear any of these guns out by mounting up on it and following the on-screen instructions to take it off.

LMGs have huge ammo clips and you can carry massive amounts of ammunition for them. However, they have extremely long reload times. The most effective way to use a LMG is from a crouched or prone position at medium to long distance (and from behind cover to avoid incoming fire.)

HANDGUNS

The only time handguns are used in the campaign is when you start a level with one as your alternate weapon (or in some quick-time sequences). During the scripted sequences, be sure to use Aim Down Sight to score headshots. Movement speed for Hanguns is similar to SMGs. These two classes are faster than others, though.

GRENADES

Another weapon in every soldier's arsenal is the classic frag grenade. Frag grenades are tossed in an arc at the enemy and detonate after about five seconds. Enemies in *Call of Duty WWII* are clever and will avoid a grenade if at all possible. A way to ensure your grenade hits its target is to "cook" it before tossing it.

You cook a grenade by holding down the Lethal Grenade button before throwing it. Until you are confident in the timing of a grenade toss, count to three and release the grenade. Generally, this will not allow enough time for the enemies to evade the impending grenade blast.

Frag grenades can also be used tactically. Enemies will reliably run from cover if you toss a grenade in their direction. This is an excellent way to kill several tough enemies. Be ready to pick them off when they emerge from cover.

Tactical Grenades

The only tactical grenade in the single-player campaign is the smoke grenade. This is bound to a different button than the frag grenades. Smoke grenades are useful when cover is needed, but you are in an open field. Tossing a tactical grenade buys some time to run to cover and evade incoming enemy fire. Note, however, that smoke grenades cannot be cooked.

Enemy Grenades

You're bound to have an enemy grenade fall at your feet at some point during the game. If you react quickly, it's possible to survive a situation like this. When a frag grenade is in range and at your feet, a red grenade icon appears on-screen pointing you to the grenade's location.

Walk toward the grenade and press the Frag Grenade button to toss it back at the enemy. Enemies rarely cook grenades (even on the harder difficulty settings), so there's always a chance to return a grenade.

Instead of tossing back a grenade, you can also evade it. Do this by moving away from the grenade and attempting to find cover between your location and the grenade's location. You know you are safe from a grenade when its icon turns a creme color on the in-game HUD.

SPECIAL WEAPONS

The last category of weapons is for weapons like rocket launchers and flamethrowers. Each of these weapons has unique characteristics, which are discussed when you access them in the campaign walkthrough.

AMMUNITION

In the single-player campaign, you can carry two normal weapons at any given time. Some LMGs, specifically the MG42 and M1919, can be added as a third weapon. When using Turner's squad ability, LMGs like the MG42 and M1919 get two clips of ammo, but you do not receive any ammo for the Flamethrower.

HUD

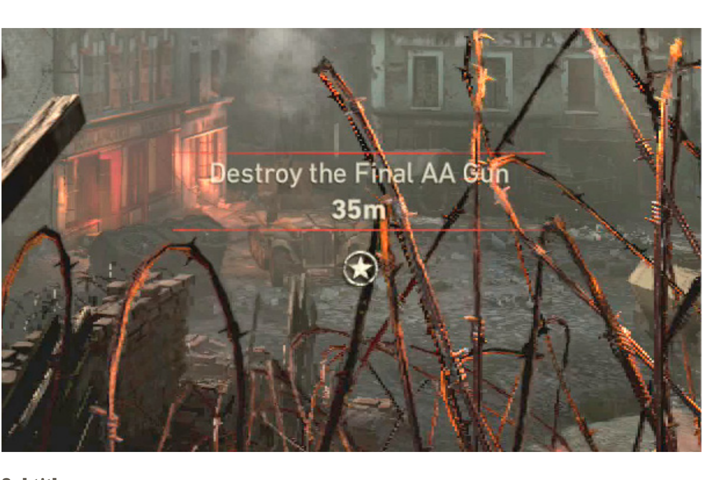
The HUD, or Heads Up Display, provides vital information inside and outside of combat. The bottom-right of the screen shows information on your weapon. The name of the weapon, the ammunition in your current clip, and the total ammunition for that weapon appear here. Just above your weapon info is your squad info. This indicates what main characters are in your squad and any special abilities in your possession. The center of the screen displays damage when you are hit. This wide, red arrow also points in the general direction of the incoming fire. In the following screenshot, the direction of fire is coming from ahead and slightly to the left. The center of the screen can also display special messages like warnings about health. The bottom-left of the screen displays your current health. The number in the bottom-right of the first aid icon is the number of Health Packs in your inventory.

Finally, and most importantly, the center of the HUD screen shows enemy damage. If you hit an enemy, but don't kill him, you will see a white hash in the middle of the screen. (Note that these marks do not appear on-screen for Veteran difficulty.) If you hit an enemy and kill him in the process, you will see a red hash. This is vital for determining if a shot was successful, or if you need to move to get a better angle on the enemy.

Objectives

At every point in the game, you will have an active objective. Almost all active objectives are marked with an Army star to indicate the general direction of the objective. If you press the Objective button, the screen will de-saturate and the objective will be highlighted on-screen with an arrow pointing in the proper direction.

If the objective location is unknown, or it covers an unspecified area, it is possible you may not have an active objective star on-screen. If this occurs, pause the game to read your current objective. After doing so, you can reference the walkthrough for guidance on how to access the next section of the level.



Subtitles

It's wise to turn on subtitles when you first start the campaign. This ensures you get the messages from your squadmates, even if their voices are drowned out by battlefield noise, or you wander away from them on the map. Subtitles automatically appear on-screen when you are interacting with a character who speaks French or German.

Game Difficulty

There are four difficulties in the campaign: Recruit, Regular, Hardened, and Veteran. On the harder difficulties enemies toss more grenades, use cover more effectively, and fire more accurately. Additionally, your character has less health and can take much less damage. Finally, enemies can also survive more melee hits on the harder difficulties. On Recruit, it usually takes two melee hits to finish the job against an enemy with full health. It's possible to get a one-hit melee kill on Recruit when an enemy is low on health, the player has a bayonet on their weapon, or if the player performs a silent kill.

When selecting a difficulty, err on the side of harder. If the game is too difficult, you can always lower it by changing it in the menu. Those who choose Veteran mode will be rewarded with a bonus achievement/trophy (Distinguished Service) by completing the game. The walkthrough in this strategy guide is based on playing the game on Veteran difficulty.

ADVANCED TACTICS

First Aid Kits

A new feature in *Call of Duty WWII* is first aid kits. In other *Call of Duty* games, your character's health would fully replenish after avoiding damage for a few seconds. In this game, however, you always have a set health amount and the only way to replenish health is to use a first aid kit.

These kits are littered around the battlefield in allied encampments or delivered by squadmate Zussman. Use a first aid kit by pressing the on-screen indicator.

When used, first aid kits heal about half of your life. You can only carry a maximum of four, so if you are low on health and find one, use it to max out your carrying capacity.

> **IMPORTANT!**
>
> **In some situations where you have no health packs and extremely low health, you will get some health back if you die and return to a checkpoint.**

Squad Abilities

As a member of the Big Red One, you are rarely alone in *Call of Duty WWII* and you must depend on your squad to survive. This is exemplified by the game's new Squad Abilities. Abilities are unlocked when you perform Heroic Actions or kill enemies; the morale meter on the outside of the squadmate's icon will fill. Each squadmate has one special ability:

- Zussman: Provides first aid kits.
- Pierson: Highlights all enemies in an area for a short period of time. Additionally, when active, his ability allows you to focus with any weapon. Normally, focusing can only be done when using sniper rifles.

- Turner: Provides extra ammunition for your character's equipped weapons, including rocket launchers!
- Stiles: Refills your lethal and tactical grenade counts.
- Aiello: Gives you a special smoke signal grenade. Toss it on the battlefield and, a few seconds later, the battlefield will be pummeled with Allied mortar fire. Make sure your allies don't get hit with one of these grenades, as it will end the mission!

Each squadmate's ability is only available on certain levels. You can tell if the ability is active by checking your HUD for that ally's portrait in the bottom-right corner of the screen.

Once you have enough morale to activate an ability, approach the appropriate squadmate and press the on-screen indicator. Your squadmate will immediately stop what he is doing and toss you the appropriate item (or, in Pierson's case, highlight the enemies on the battlefield.)

Stealth

There are several sections in the game that require stealth tactics that require you to quietly move through an area without being detected. When in a stealth zone, all enemies will display a stealth meter above their heads. When the meter fills, it turns red, indicating you have been spotted. Once spotted, you only have about a second to quietly dispose of the enemy before he sounds the alarm.

You can avoid getting caught by an enemy by staying in cover, remaining crouched, and moving slowly. When killing an enemy, rely on silenced weapons. Regular weapons will immediately alert everyone in the area of your presence. Additionally, if you can sneak up behind an enemy, it's possible to score a stealth kill.

If you kill an enemy and another enemy spots the body, they will not immediately raise an alarm. Instead, they will investigate the body. This provides an opportunity to kill them before they can sound the alarm. Be careful, though, as enemies in this state are much more perceptive than normal and will spot you if you attempt to approach them directly. Keep your distance and use a silenced weapon.

Heroic Actions

Heroic Actions are exceptional feats you perform on the battlefield. There are three types of Heroic Actions:

- Combat Save: If you see an Allied soldier struggling against an Axis officer, attack the enemy to save the Allied soldier.
- Medical Save: If you see a hand icon on the battlefield, you can attempt to save a soldier from his wounds. Approach the soldier and "Activate" him to drag him to safety. A safe spot will be highlighted on your HUD.
- Enemy Surrender: At set points in the single-player campaign, enemies will recognize they've lost the battle and surrender. Use Aim Down Sight with your weapon to order them to submit. If you avoid shooting these enemies, you will be rewarded with a Heroic Action.

Quick-Time Events

At various points in the campaign, time will slow down and you will need to quickly perform a special action. These actions can vary from jumping out of the way of a deadly obstacle to setting the primer on an explosive device. Usually the button presses and actions performed in these events do not change, so even if you fail, you can immediately retry the action.

Mementos

There are three mementos to find on every level. Mementos come in many forms and can vary from a Nazi knife to a decorative Stein. You know you are looking at a Memento if it is glowing. These mementos are hidden in various places on the maps. You can find help on where to locate these collectibles in the walkthrough chapters.

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Introduction

Welcome back to World War II!

Call of Duty is back and it has returned to its origins: World War II. This newest iteration of the franchise features a compelling, emotional narrative that will take you and your squad—members of the famous Big Red One, 1st Infantry Division—across the European theater of war from 1944 to 1945.

In this game, you take on the role of Private Daniels, a new recruit to the Army, hoping to live up to his family's heroic legacy in past American wars. Having left his girlfriend back home, the story is told through letters written home framed as conversations with his older brother and the gameplay that comprises the single-player campaign.

This section of the guide provides everything needed to take the Axis forces head-on from the beaches of Normandy to the famous German bridge of Remagen. If you're new to the Call of Duty franchise, start out with the "Basic Training" chapter. If you're a veteran, just here for the collectibles, you can find them in the walkthrough chapters.

Boots on the ground soldier and get ready for war!

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Foreword

Glen, Michael, and the Sledgehammer Games Team

Call of Duty®:WWII has arrived. We know you've waited a very long time for this moment!

Sledgehammer Games was built by gamers for gamers. Over the past three years, we've had the incredible honor to create this immersive game set against the backdrop of the world's most monumental war. To recognize the sacrifice of a generation who fought for our freedom is incredibly powerful for us. Call of Duty: WWII is our tribute to these brave men and women who came together through the bonds of camaraderie. It's our privilege to share this game with you.

We truly wouldn't be where we are today without your love, dedication, and support. You are our lifeblood. The amount of gratitude we feel for our fans and the Call of Duty community is difficult to put into words. To say thank you for being important members of the Call of Duty community, we've put together a rich, comprehensive guide to all three modes of our game. Whether you're a fan of the Campaign, Multiplayer, Zombies, or all three—we've got you covered. From map layouts and helpful hints, to backstory and details on equipment and weaponry, this guide has something for every type of player.

We hope you enjoy Call of Duty: WWII and find this Prima Games strategy guide useful as you adventure through our game!

Warm Regards,

Glen, Michael, and the Sledgehammer Games Team

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War Maps

Overview

War is an objective-based game mode with multiple objectives to complete or prevent from being completed, depending on which side of the conflict you're on. If you're attacking, your job is to complete objectives until you've taken the territory and won the round. As the defender, you must prevent attackers from accomplishing their goals at every turn. During most games of War, you'll find that one side does the attacking while the other side does the defending, but this is definitely not exclusive. There are times where the roles will reverse on an objective and your job will be the opposite of what you might have expected.

Regardless of which side you're on, the timer for each objective is short and the gameplay tense. The objectives are fixed on each map, so read through this section of the book to learn about each objective beforehand; it will go a long way in keeping you from getting caught with your pants down once a proper War match begins.

One last note about War: Scorestreaks are not allowed. You must fight just like your grand pappy and his pappy before him. You'll find some Scorestreaks (such as the Flamethrower) in Care Packages that are occasionally dropped onto the map, but you should go in expecting to only find support from your firearm and your comrades on the battlefield.

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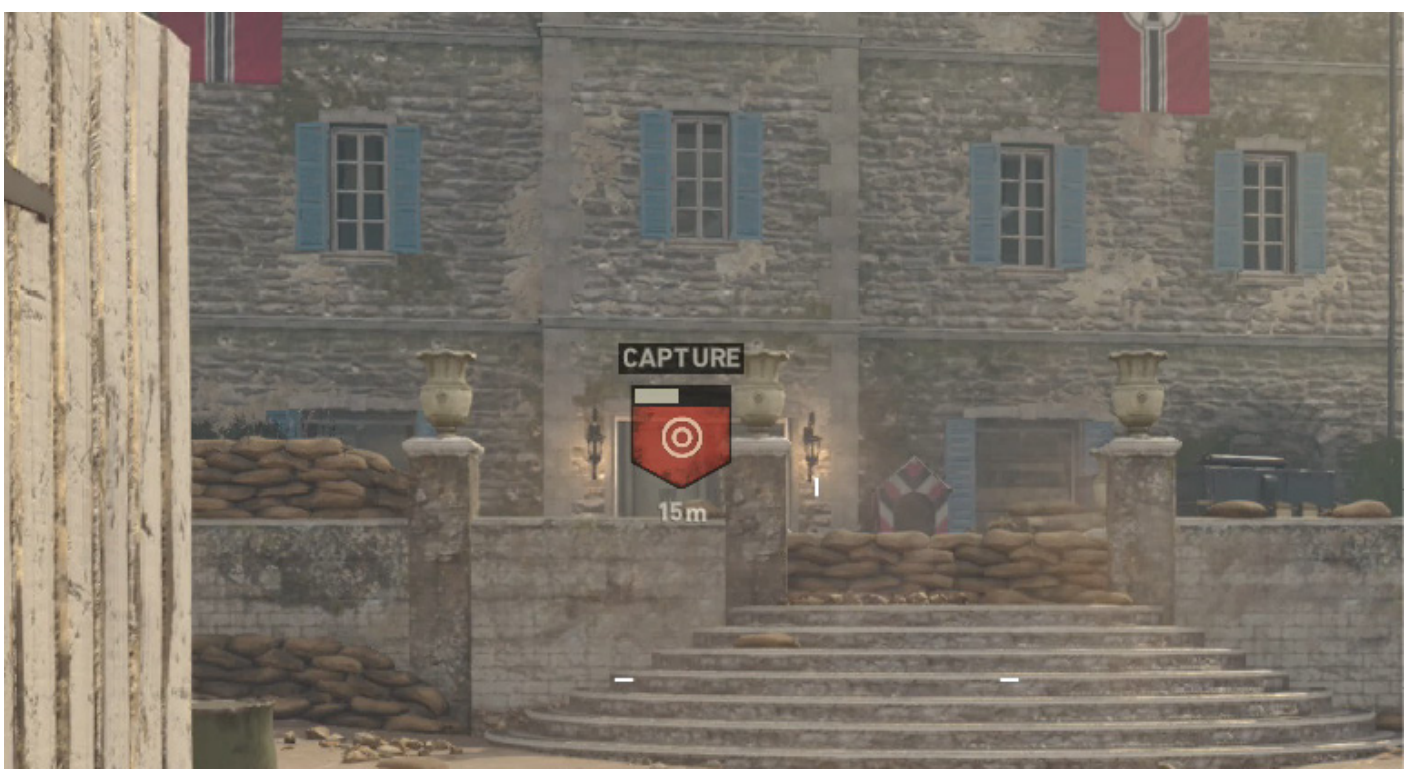
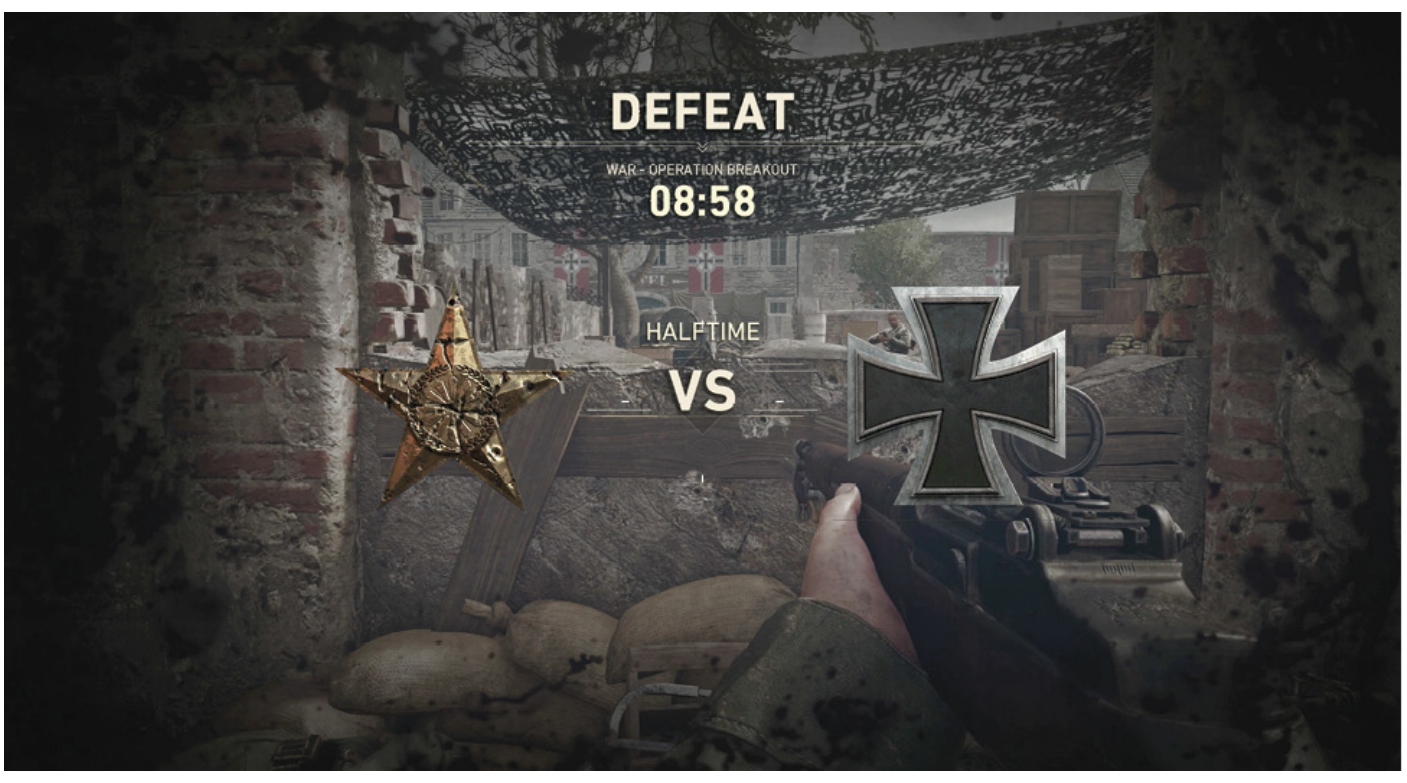
War Maps

Objectives

Each map has multiple objectives. Battles in this game mode are attacker-focused, meaning the attackers must push the battle to its next objective, while defenders will stop the fight if they can prevent the attackers from completing even one objective.



Progress toward objectives is rarely reversed and the objectives that can be reversed can't be undone completely. There's a massive emphasis on doing everything in your power to prevent your enemies from reaching the next objective. Even if your enemies are overwhelming a point, stay on it to contest it as long as possible—every point matters!



The objective timer that appears at the start of each new objective never changes between matches. If it says six minutes on one battle, expect it to be six minutes the next time you play that battle.

Once an objective has been captured, the battle lines will be redrawn and the defending team is forced to fall back before the out of bounds timer reaches zero.

Once all objectives on a map have been completed the match is over. If the defenders can stop the attackers at any objective, the round ends. The teams will then switch sides and the defenders will now have a chance to go on the offensive.

Building

Building is one of the larger differences between other competitive multiplayer modes and War. You can build walls, obstacles, and machine gun emplacements in specific locations to help defend objectives and slow down enemy attacks.

Nearly everything that can be built can also be destroyed. Approach a wall or obstacle until you receive an on-screen prompt to plant a bomb on it. Once the bomb is planted, back off—the ensuing explosion will hurt friend and foe alike. To speed the destruction along, throw a grenade at the bomb to blow it up when the grenade detonates.

Not everything needs to be completely built in order to be useful. More specifically, you can construct a half wall to slow down enemies and allow you to see if they're trying to blow up your structure. If you build the entire wall, you'll have no way of seeing them plant the bomb, which will allow them to destroy it at their leisure.

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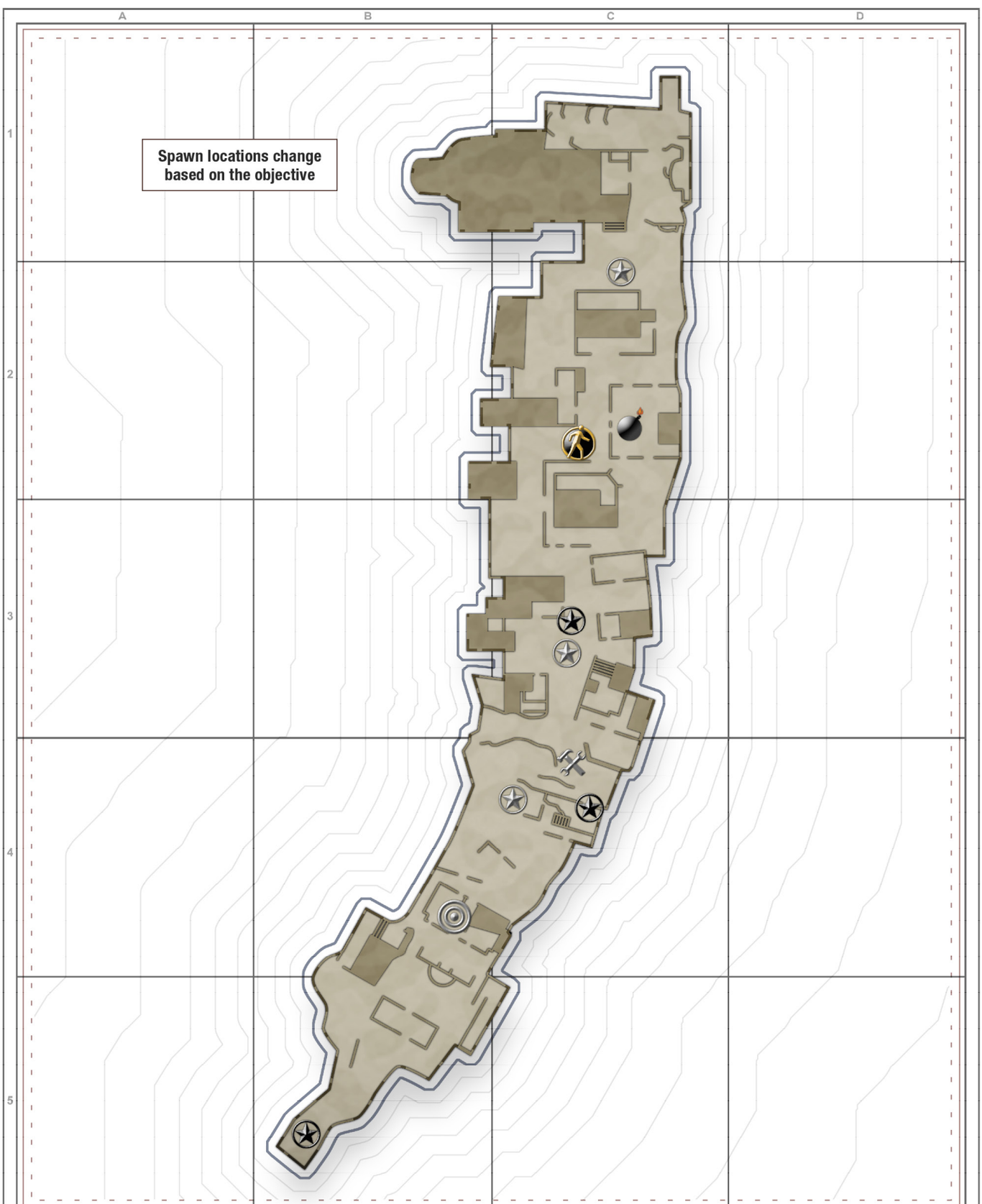
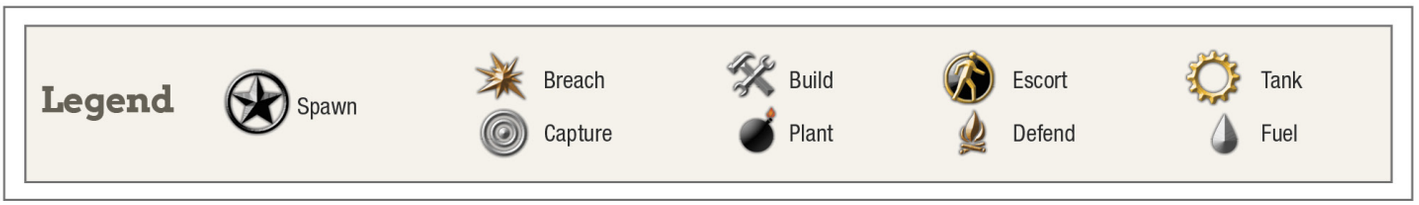
Operation Breakout

Overview





A small village is the stage for a brutal battle. The Allies are looking to destroy the AA guns at the back of the map, which are shooting down their planes.

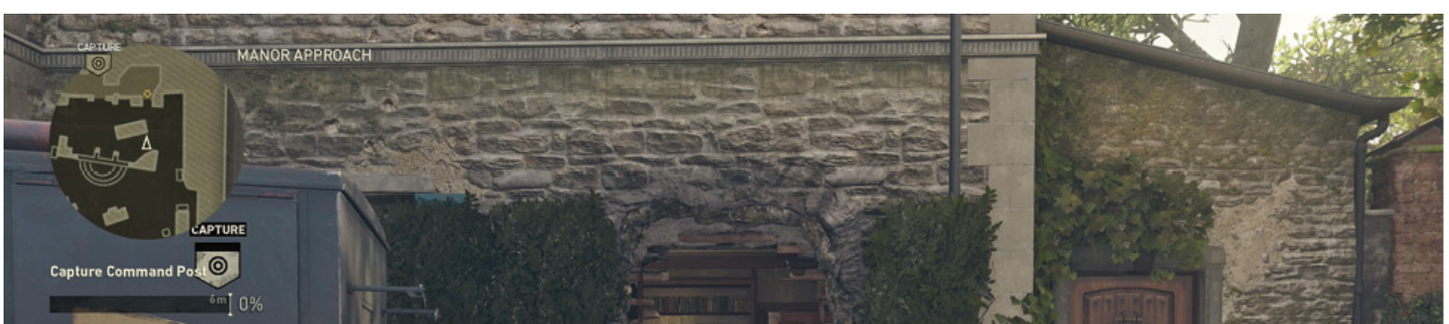
CAPTURE/DEFEND THE COMMAND OUTPOST

OBJECTIVE TIME: 4 MINUTES

Allies must capture a building while the Axis needs to protect it. There's a buildable wall facing the Axis spawn point and a buildable machine gun emplacement that faces the Allied spawn point. Progress made toward capturing the objective isn't reversed, even when there are no Allies on the point. The Axis has a three second respawn timer, while the Allies can respawn immediately.

Ally Tactics

Don't wait to enter the building. If the Axis gets in and builds the machine gun emplacement facing the Allies' side of the house, it makes it significantly more difficult to capture this objective.



Use the opening to the right of the front door of the house. The room just beyond the opening is one of the safest spots in the building, which will help you enter without getting gunned down immediately. You'll need to push up and prevent any Axis soldiers from entering the building in order to capture it, but this side room will help get things started.

There's a path to the left in front of your spawn point; use it to approach the building without exposing yourself to the machine gun. Utilize the opening in the building's left wall to get inside and capture the point.

Use the open wall as a flanking route, as the Axis can easily come right through the back window or doorway.

Axis Tactics

Enter the building and go to the buildable machine gun emplacement on the Ally side of the house. Get that machine gun up and the Allies will have a much tougher time approaching the building. There isn't a lot of cover for Allies on their approach to the building, so use the machine gun to burn the clock down. The room to the left side of the Allied door is a really good spot for the Allies to enter the building, so defend it aggressively. If the Allies can't get a foothold in the building, they won't have a chance to start capturing.

CONSTRUCT THE BRIDGE/PREVENT BRIDGE CONSTRUCTION

OBJECTIVE TIME: 4 MINUTES

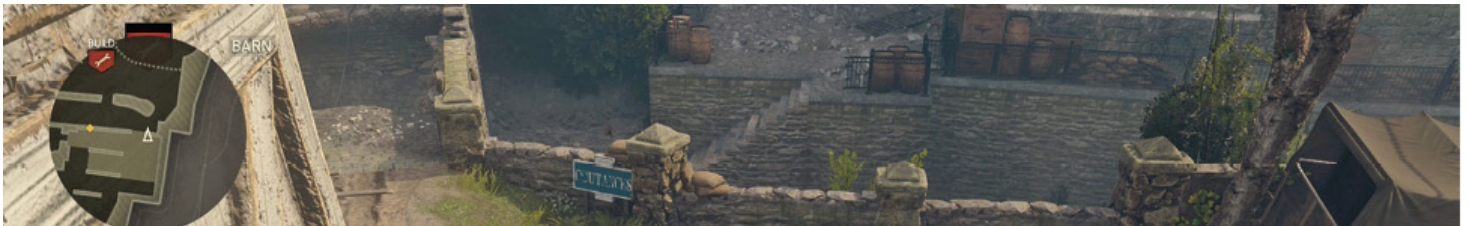
The Allies must rebuild a broken bridge to press further into Axis territory, while the Axis must stop them. The battle lines divide the two sides of the bridge, so trying to get behind the opposing team is nearly impossible. Both teams must utilize the different vantage points provided by the surrounding buildings and objects in order to successfully complete their objectives.

Any progress made toward building the bridge is permanent and, once the bridge meter has been filled half way, the Allies can jump to the Axis side. Further progress made on the bridge will allow both teams to jump to either side of the gorge. The Axis has a three second respawn delay, while the Allies respawn immediately.

Ally Tactics

The barn just behind the bridge has a buildable machine gun emplacement that overlooks a majority of the Axis' side of the bridge. Be wary of attacks coming from the building on the right and the balcony on the left (behind the trees on the Axis' side of the gorge). The balcony can be particularly dangerous due to the trees obscuring your view. Without smoke grenades, this section will become very difficult.

Jump out of the barn onto the barrels below to find a good spot to shoot from with plenty of cover and a great view of the Axis' side of the bridge. Be conservative with your attacks here, however. While you do have a fair bit of cover, you are still in an elevated position. The enemy team will hone in on you the moment you fire on them.



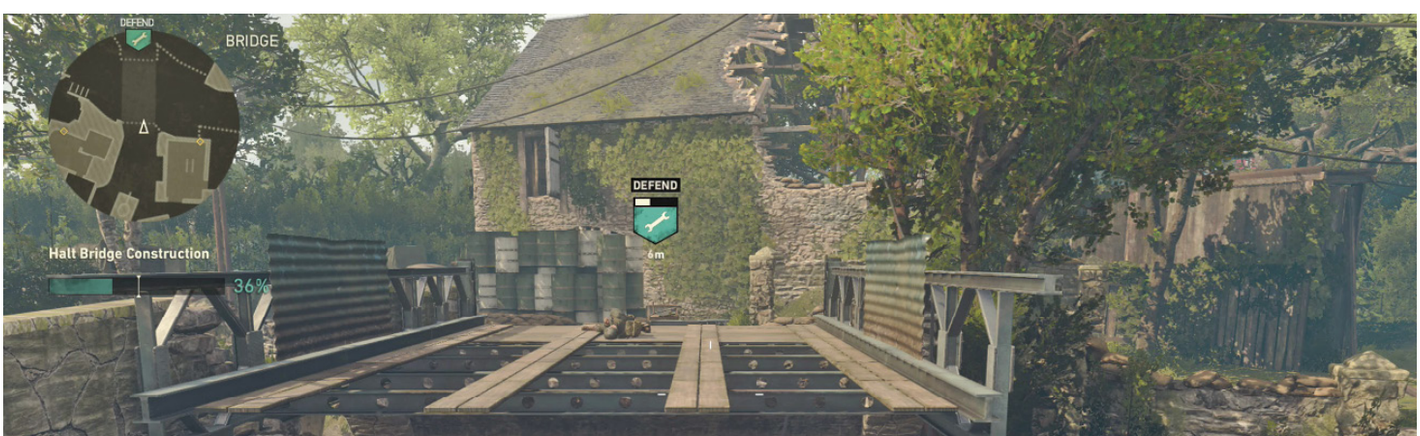
Shortly after the bridge has started construction, both teams will be able to cross into each other's territory. Take note that there isn't a lot of real estate to work with on the Axis side, because the battle lines will prevent you from pushing into any of the nearby buildings. However, it can be a decent way to cause trouble for the Axis while allowing your teammate to continue building the bridge.

Building a little further than the halfway point, the Axis will be able to jump to the Ally side of the bridge. There's a lot more space and cover for them to work with on your side, so keep careful watch on the bridge to prevent them from crossing.

One last thing to keep in mind: An Axis player using the Airborne Division with a light weapon equipped (notably an SMG) will have the ability to drop into the gorge and use the stairs on the Allied side to get behind you and your teammates. Any other players attempting this will be killed while being out of bounds, but a melee build can just skirt the time limit and begin wreaking havoc on your team, so watch the path to the left of the bridge.

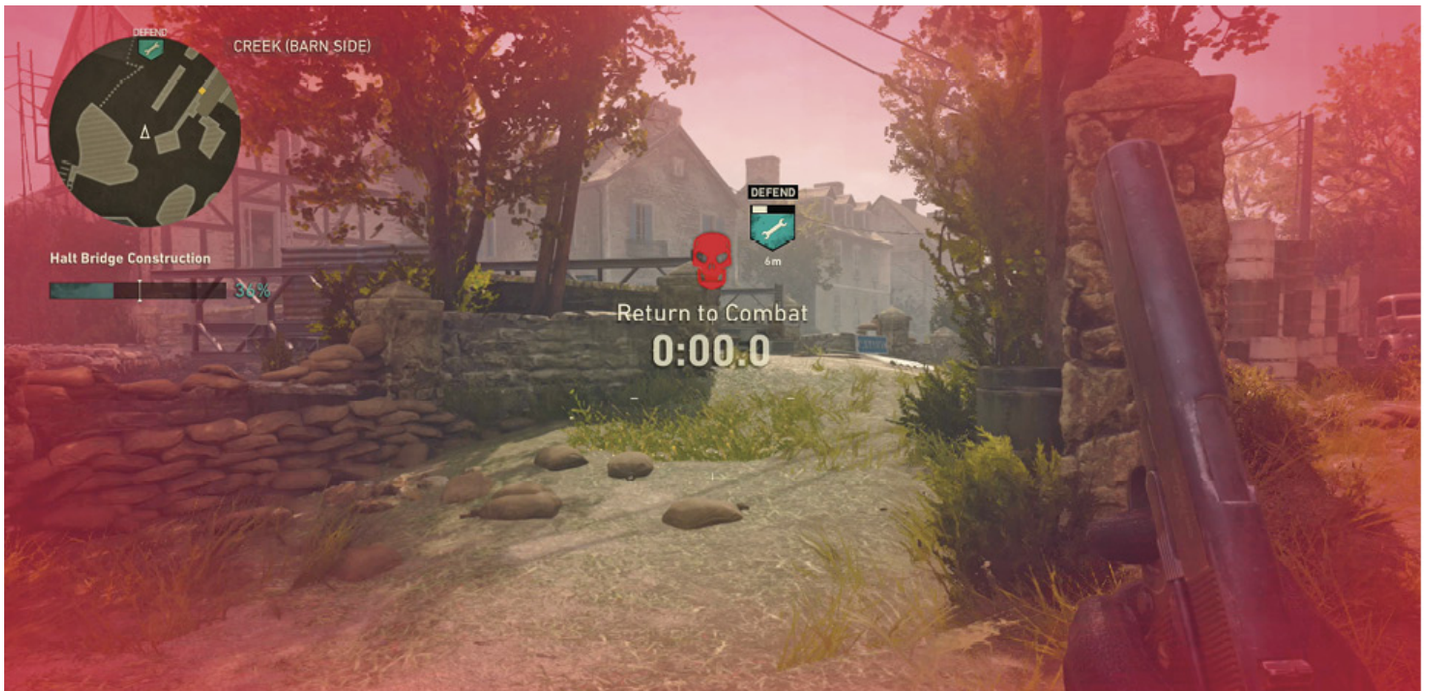
Axis Tactics

The buildings on the left and right sides of the bridge not only provide a good vantage point over the Allies' side of the bridge (and a fair bit of cover), they also house buildable machine gun emplacements. The Allies only have access to one machine gun emplacement on their side, which is stationed inside the barn directly behind the bridge. If you can prevent any Allies from utilizing this machine gun, you'll have a much easier time locking them down until the timer runs out.



Once the bridge is developed slightly beyond the halfway point, you and your Axis comrades can jump onto the bridge and fight into Allied territory. You won't have a ton of room to run about before hitting the battle lines, but you'll have more than enough to potentially lockdown the bridge and prevent the Allies from completing their objective. Remember: If the Allies can't reach the end of the broken bridge, they can't repair it.

If you are a part of the Airborne Division with a light weapon equipped (notably an SMG), run up the stairs on the right side of the gorge below the bridge, make a hard left and get behind the Allies before you're blown up by the out-of-bounds timer. It's hard to pull off, so there's a very good chance you'll catch your enemies unaware.



DESTROY/PROTECT AMMO DUMP

OBJECTIVE TIME: 4 MINUTES

Allies need to plant a bomb on an ammo dump and defend it until it blows in order to complete this objective. Naturally, the Axis will need to prevent any bombs from being planted and defuse them.

The ammo dump is in the center of an enclosure that's not quite as protected as it once was, which lends itself to a lot of strategies involving repairing the broken portions of the wall to suit your strategy. The holes allow the Allies and Axis to structure their defense how they want, but you must contend with the short objective time and constant barrage of attacks from the opposing team. Needless to say, this is likely the most intense objective on the map. The Axis has a three second respawn time, while the Allies respawn immediately.

Ally Tactics

This is a very straightforward, but chaotic fight. You can attempt to seal the holes in the walls to force the Axis out, but odds are the Axis will be bearing down on you, making this difficult to accomplish. Make the attempt if you think it will help given the circumstances of the battle, but it may be better to sit at the back part of the enclosure on your side and shoot Axis soldiers as they enter.

Plant the bomb and fall back. Axis soldiers will have to leave themselves completely exposed if they want to defuse the bomb, which will be perfect for you if you're in the back of the enclosure.

Axis Tactics

Use the main street to flank the Allies attacking the ammo dump. This objective will usually end up being a complete bloodbath if everyone rushes the ammo dump, so play smart and find ways around it.

If the Allies can plant the bomb, get smoke grenades on the objective immediately—the thicker the smoke, the better. You must defuse that bomb, but you'll almost certainly be exposed the entire time you're defusing it. Anything you can do to lower the Allies' visibility will work wonders in helping you defuse the bomb.

ESCORT/STOP THE TANK

OBJECTIVE TIME: 4 MINUTES

The Allies need to walk along the side of the tank, or ride on top of it, in order to escort it to the end of a fixed path. The Axis, on the other hand, must prevent the tank from reaching its destination by dislodging Allies from the tank's sides and turret seat. The tank won't move forward if an Axis soldier is near it, which is a strategy both teams should expect to see employed frequently

If the tank is left unattended, it will roll backwards, giving the Axis some ground. Keep in mind there are checkpoints that, once crossed, can't be uncrossed. If the Allies push their tank beyond each of those lines, that's as far back as the tank will go from that point forward. The Axis has a three second respawn timer, while the Allies respawn instantly.

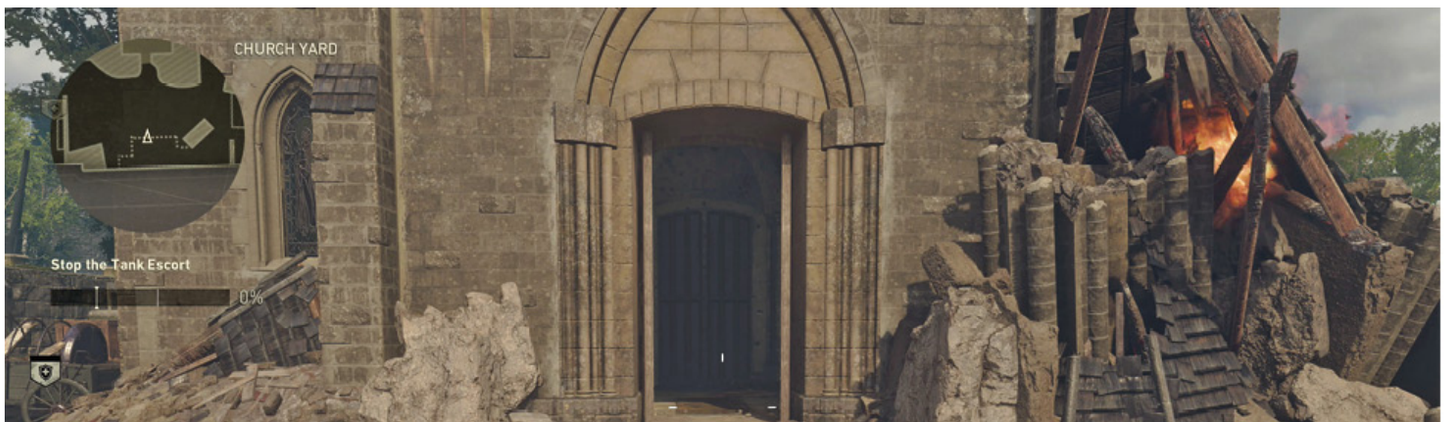
Ally Tactics

From a strategy perspective, there is little you can do beyond escorting the tank, since it won't move unless at least one person is near it. It's a prudent idea to push up and run interference if the tank already has a couple of Allies on it. However, your job is to hang on to that tank and never let go—at least until you pass the goal line.

While in the tank's gunner seat, watch out for attacks coming from the sides. The turret is positioned in such a way that it's extremely difficult to attack enemies who are hugging the tank's sides. If you see Axis soldiers approaching the tank and you miss your opportunity to shoot them with the turret, hop out and handle them in a direct confrontation. If you wait until they are at the tank, there's little hope of winning a fight while either in the turret or on foot.

Axis Tactics

Flanking is your best friend in this objective. The trenches directly across from the church are loaded with buildable machine gun emplacements, while the interior of the church is an out of bounds area for the Allies. You can use both of these areas for a last-ditch pincer attack.



The tank isn't much of a threat and the turret is extremely susceptible to attacks from the side, especially the tank's left. It's okay to hide in waiting while letting the tank pass slightly ahead if it means you can get a sneak attack on the Allies guarding it. A direct approach on the tank will likely get you killed. Hit the back and sides of the tank and the Allies will have a much harder time defending the tank.

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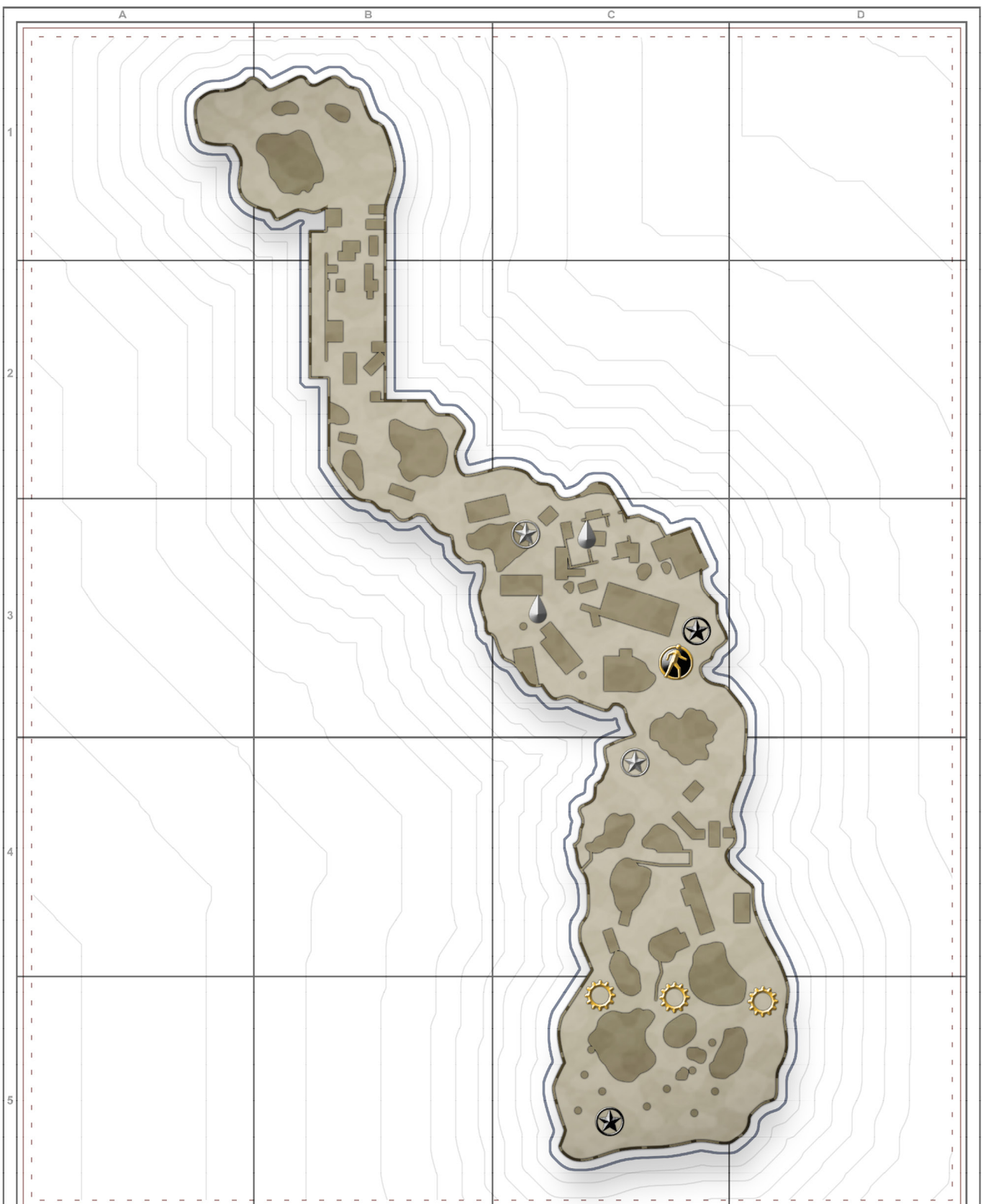
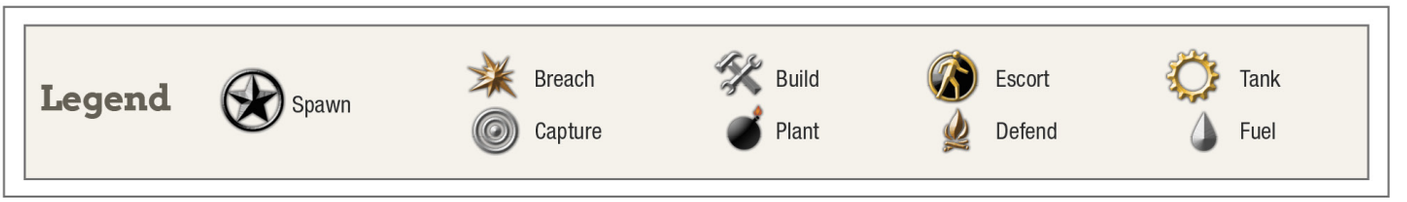
Operation Griffin

Overview





The Axis are making a heavy push with their tanks through the dead of winter and the Allies are doing everything they can to stop them. Every objective on this map is about the Axis moving those tanks forward, which the Allies will fight tooth and nail to prevent.

STOP/ESCORT THE TANK

OBJECTIVE TIME: 4 MINUTES

The Axis has three tanks to escort through Allied territory. An Axis soldier must accompany each tank in order to push them forward. The Allies can build obstacles in the track to stop the tanks from pushing any further until the obstacles are destroyed. Note that you can rebuild obstacles and multiple objects can be placed on each lane.

If the Axis gets two out of the three tanks to the other side of the area, they'll win the objective. Allies have a three second respawn delay, while the Axis can respawn immediately.

Ally Tactics

There are barricades to build in the path of the tanks. Once built, an enemy player must plant a bomb on the barricade to destroy it. The tanks can't destroy them, nor can they continue to the other side of the area until the barricades have been removed. It goes without saying that you should fight to get these barricades up as soon as possible. It will buy you some time and force Axis soldiers out from behind the tank, leaving them completely exposed.

You can also find buildable machine gun emplacements in front of each of the three lanes. Make sure to build them. Anything you can do to keep the tanks from moving is of utmost importance. If an Axis tank manages to get through, immediately focus on another tank lane and help your teammates prevent a second tank from getting through.

Stop the Tanks!
War - Operation Griffin
3:49
7 21

Stop the Tanks!
War - Operation Griffin
1:55
7 21

Stop the Tanks!

Axis Tactics

The Allies can build barricades to stop your tanks from moving forward. The barricades are built in the middle of each path, so expect to see Allies rushing out early to start building. Do everything possible to prevent them from finishing their construction. There are two per lane, so push up if needed to prevent the Allies from building them. If the Allies finish building the barricades, you must approach and plant a bomb on them to destroy them. You can't move until the barricades are gone, so waste no time in removing them.

STOP FUEL FROM BEING STOLEN/STEAL THE FUEL FROM THE ALLIES

OBJECTIVE TIME: 4 MINUTES AND 30 SECONDS

To keep their tank crusade going, the Axis needs to steal fuel cans from the Allies and return them to the tank, while the Allies must guard the fuel cans. There are two fuel cans on the map, one at Alpha and one at Bravo. It takes a total of three fuel cans to complete the objective. The Allies have a three second respawn timer, while the Axis can respawn immediately.

Ally Tactics

It's possible to build two walls around the Alpha fuel can. Leave the back wall unbuilt so Allied soldiers can get through. Build the northern wall to cut off the number of routes the Axis can use to reach the fuel can. Be sure to listen for potential flanks through that unbuilt back wall, however. If an Axis soldier gets through that opening, they'll cause a lot of damage. It wouldn't be overkill to plant an S-Mine 44 in the doorway.

You can build walls around the Bravo fuel can to help keep it secure, too. There are windows and the walls don't fully close off an opening, so expect a lot of grenades and explosives to make their way into the barn. It's a good idea to block off all but the back wall and do most of your defense from outside the barn.

Use the doors on the east side of the barn to mount your defense of Bravo. These doors are beyond the battle lines for the enemy, so don't worry about them pushing up aggressively to block you out of the barn.

Avoid standing inside the barn. The openings above the buildable walls and all of the windows will make you an easy target for grenade attacks. If you want to keep the constructed walls in tact, guard the front of the barn from the outside and in the Axis' face.

Axis Tactics

This place is littered with cover and side streets, which can be a real headache if the Allies get in position and lock down the objectives. Both Alpha and Bravo have buildable walls that can really put a damper on your progress, but you can also use those same walls to your advantage.

There are two walls on Alpha, one on either side of the point. The Allies will immediately attempt to build the northern wall to stop Axis soldiers from pushing up the side path to the point. If you can dislodge the Allies, then build the wall on the opposite end of point to put the Allies at a disadvantage.

All the openings into Bravo can be sealed off, but there will still be a bit of space above them. Get plenty of grenades in there to annihilate any Allies foolish enough to stay inside the barn. Once you've destroyed a wall, watch for the opening on the barn's backside. This territory is out of bounds for Axis players, so it's perfect for Allies to mount a defensive position.

Once you've got a fuel can in-hand, head straight for the tank. You'll need to get three fuel cans into the tank to complete the objective and there isn't a lot of time to do so.

STOP THE AXIS FROM SECURING THE BRIDGE/SECURE THE BRIDGE

OBJECTIVE TIME: 4 MINUTES AND 30 SECONDS

The Axis needs to escort their tank to the bridge. If they can accomplish this task, they'll take the objective and the battle. There are checkpoints approximately every third of the way through the path. Once the tank passes either of those points, the tank will no longer reverse beyond them. The Allies have a three second respawn timer, while the Axis can respawn immediately.

Ally Tactics

This last objective doesn't allow for deep strategy, but it demands the best skills your team has to offer. Keep the Axis off the tank at all costs and use the cover scattered throughout the area for protection. If you can dislodge the Axis, push up behind the tank and prevent any Axis players from reaching the tank again. Use the available flanking paths to get behind the tank while it's pushing up. If they get a good run going, it'll be nearly impossible to stop them.

Axis Tactics

This is a simple objective that can be devastatingly hard to complete. In order to move the tank forward, at least one Axis player must be next to it. Since the tank will mostly be moving forward, you and your team have no choice but to move up with it. As long as one player is on the tank, run interference and put down as many Allies as possible. The road to the finish line is incredibly narrow, so don't expect a lot of flanking from your team or your enemies. This last objective comes down to pure skill in most cases, so show the Allies what you're made of.

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Nazi Zombies

Introduction

An international crew of experts — thrown together by circumstance — are in pursuit of a fortune in stolen art. The crew has arrived at a seemingly abandoned German village well behind enemy lines. Here, they face rampaging monsters, an infinite supply of bloodthirsty zombies, and darker experiments capable of nothing but murder. There is never enough time, nowhere near enough ammunition, and virtually no chance to escape.

Welcome to Nazi Zombies. You're probably going to die.

If you're familiar with the Zombies adventures of past *Call of Duty* games, you should be on comfortable ground here. A round of Nazi Zombies starts slowly, as a few standard-issue creatures emerge from the woodwork.

The zombies appear in waves and, before long, backup arrives from more powerful and dangerous monsters. You can find better weapons and power-ups to even the odds if you can stay alive, but even at your strongest point, you're no more than a few stray hits — or one bad decision — away from death.

Don't expect to complete this on your first try. Your goal is to learn from each attempt, gaining a little information and experience with each unsuccessful run into the village until you finally have a shot at survival.

In Nazi Zombies, everything you do earns and costs Jolts, a type of energy that is derived directly from the undead. Every zombie you kill is worth a handful of Jolts, which can be used to open the weapons lockers and upgrade machines that are scattered throughout the village. However, Jolts are also required to open the locked gates that prevent further access into the village and to the Nazi bunker hidden underneath it.

As such, Nazi Zombies is a balancing act. You must kill zombies to harvest Jolts in order to stay moving and supplied. However, each wave of zombies is a little bigger and stronger than the preceding wave. It's important to maximize the Jolts received from each wave and spend them carefully, or else the zombies will rapidly outpace your ability to deal with them.

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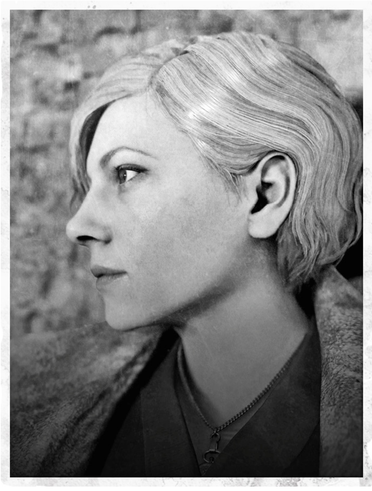
Characters

At first, it seemed as if the Nazis were simply stealing a fortune in classical art and historical artifacts. This drew the attention of the Monuments, Fine Arts, and Archives section. Their investigation soon revealed the truth of the matter: the stolen art was not only priceless, but it held the key to allow the Nazis to harness the power of death itself!

Now, thanks to intelligence from a renegade scientist within the Germans' ranks, four MFAA agents have arrived in Mittelburg to put a stop to the Nazis' necromancy.

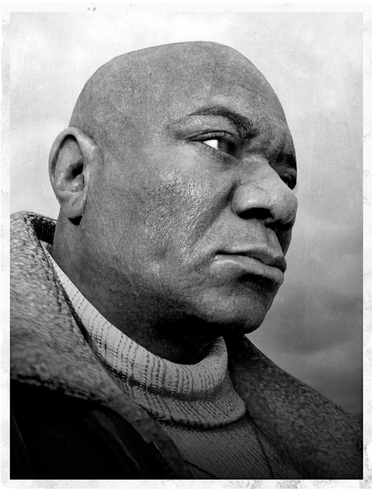
You are randomly assigned one of these characters upon joining a match of Nazi Zombies. (You always play as Marie, though, during the game's Prologue.) Statistically, the characters are identical; the only differences come from your character customizations.

MARIE FISCHER



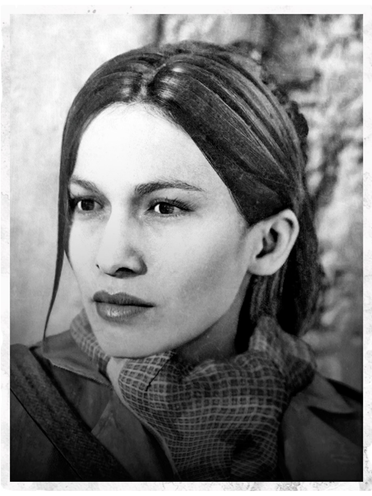
A brilliant engineer and tactician working for the American Office of Strategic Services (the agency that will, one day, become the CIA), Marie has come in search of her brother Klaus and to help salvage the treasures stolen by the Nazis.

JEFFERSON POTTS



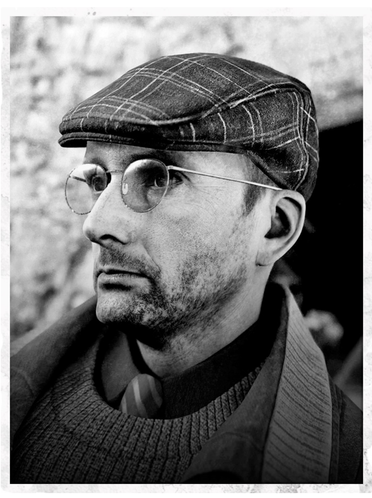
An educated and professional soldier, Jefferson considers any day in which he's trashed a few Nazis to be a good day. It was one of his operations that uncovered intel on the Mittelburg experiments and he's here to finish the job.

OLIVIA DURANT



Much of the Nazis' stolen art has come from occupied France and Olivia is here to take it back. She's a weapons expert and former curator at the Louvre who regards the art as the rightful property of the French people.

DROSTAN HYND



A former art thief given a choice between helping the MFAA or going to jail, Drostan is an unwilling participant in the MFAA's reclamation efforts.

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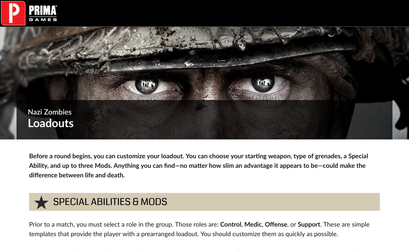


Before a round begins, you can customize your loadout. You can choose your starting weapon, type of grenades, a Special Ability, and up to three Mods. Anything you can find—no matter how slim an advantage it appears to be—could make the difference between life and death.

SPECIAL ABILITIES & MODS

Prior to a match, you must select a role in the group. Those roles are: **Control**, **Medic**, **Offense**, or **Support**. These are simple templates that provide the player with a prearranged loadout. You should customize them as quickly as possible.

Your character's Special Ability heavily influences his/her role in the group. These abilities are the result of a salvaged bit of Nazi science, which gains a small amount of charge each time a zombie is killed or damaged. When the Ability Meter becomes full, you can unleash the Ability and deliver a devastating attack or gain a short-duration buff.

When a Special Ability is activated, the Ability Meter begins to deplete, indicating the time remaining for that Ability. By default, every Special Ability lasts about 20 seconds before it expires.

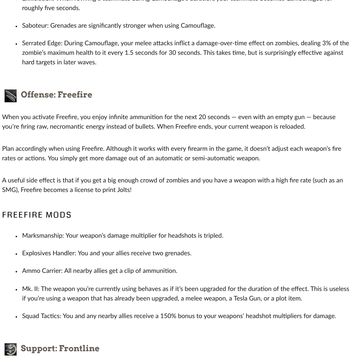
Each Special Ability has five special Mods that, when equipped, provide an additional passive bonus during the Ability's active duration. You begin the game with access to Tier 1 Mods and can unlock more by spending **Raven Tokens**. You gain one Raven Token for every Rank reached above 5 and can equip up to three Mods at any given time.

MOD UPGRADES

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	LEVEL 6	LEVEL 7	LEVEL 8	LEVEL 9	LEVEL 10
Stormraven (Universal Mods)	Grenadier	Discipline	Hoarder	Specialist Training	Long Lasting	Fully Loaded				
Moonraven (Defensive Mods)	Survivalist	Resilient	Flak Jacket	Determination	Breathing Room	Stubborn	Punishment			
Bloodraven (Supportive Mods)	Team Effort	Explosive Handler	Protector	Field Medic	Dutiful Medic	Ammo Carrier	Defibrillate	Exfiltration	Preventative Medicine	Squad Tactics
Deathraven (Offensive Mods)	Marksmanship	Fiery Burst	Saboteur	Mk. II	Finishing Blow	Serrated Edge	Exploit Weakness	Vicious		

Medic: Camouflage

With Camouflage activated, every zombie on the map immediately forgets you're there regardless of your actions. During this period of invisibility, use the time to revive fallen allies, assassinate a few key zombies (thanks to Serrated Edge, Camouflage is actually the best Special Ability if you want to play a melee character), escape a bad situation, or interact with map objects without fear of being blindsided.



Allies have no visual cue that you're camouflaged. When you're under this Ability's effects, zombies' eyes glow with a pale white light.

Camouflage is a great tool to use for your personal survival, but it can be dangerous for anyone next to you, as any zombies that were pursuing you will instantly switch to their next available target. Use Camouflage carefully or your closest teammate will suddenly get beaten into the floor.

CAMOUFLAGE MODS

- Field Medic: Revive fallen allies in half the time.
- Survivalist: Gain a point of Geistchild when activating Camouflage. (Geistchild is discussed later in this section, under "Blitzes.")
- Exfiltration: When reviving a teammate during Camouflage's duration, your teammate becomes Camouflaged for roughly five seconds.
- Saboteur: Grenades are significantly stronger when using Camouflage.
- Serrated Edge: During Camouflage, your melee attacks inflict a damage-over-time effect on zombies, dealing 3% of the zombie's maximum health to it every 1.5 seconds for 30 seconds. This takes time, but is surprisingly effective against hard targets in later waves.

Offense: Freefire

When you activate Freefire, you enjoy infinite ammunition for the next 20 seconds — even with an empty gun — because you're firing raw, necromantic energy instead of bullets. When Freefire ends, your current weapon is reloaded.

Plan accordingly when using Freefire. Although it works with every firearm in the game, it doesn't adjust each weapon's fire rates or actions. You simply get more damage out of an automatic or semi-automatic weapon.

A useful side effect is that if you get a big enough crowd of zombies and you have a weapon with a high fire rate (such as an SMG), Freefire becomes a license to print Jolts!

FREEFIRE MODS

- Marksmanship: Your weapon's damage multiplier for headshots is tripled.
- Explosives Handler: You and your allies receive two grenades.
- Ammo Carrier: All nearby allies get a clip of ammunition.
- Mk. II: The weapon you're currently using behaves as if it's been upgraded for the duration of the effect. This is useless if you're using a weapon that has already been upgraded, a melee weapon, a Tesla Gun, or a plot item.
- Squad Tactics: You and any nearby allies receive a 150% bonus to your weapons' headshot multipliers for damage.

Support: Frontline

With Frontline activated, all zombies in the surrounding area pursue the Frontline player to the exclusion of all other targets. The player using Frontline also deals double damage to all zombies until the effect expires.

Frontline isn't something you want to activate just for the sake of doing so. The damage boost is nice, particularly against later waves of zombies, but its primary use is as a tactical tool. Frontline is useful for luring enemies into ambushes or onto traps, or simply distracting the horde so the rest of your teammates can turn valves or open doors in relative peace.

After unlocking the higher-tier mods for Frontline, it also turns your character into a strong force multiplier for your team. With Vicious and Team Effort, your Special Ability results in a massive boost to the entire team's damage output. Combine that with Freefire and Shellshock for massive carnage, even against the tough late-game waves of zombies.

Frontline with Determination and Punishment may be the single most durable loadout in the game, which is handy when playing solo.

FRONTLINE MODS

- Resilient: It takes significantly less time for your health to recharge.
- Vicious: Your damage bonus increases to 300%.
- Determination: Receive two points of Geistchild when you activate Frontline, up to the usual maximum of three.
- Team Effort: The base damage bonus from Frontline also applies to your teammates.
- Punishment: Zombies automatically die when they hit the user. This only gives you the base amount of points per zombie and you still incur the damage from the hits, so this isn't as tactically handy as it may sound. At best, you end up trading some health for a few less zombies in a round. Punishment may prove to be more useful later in the game.

Control: Shellshock

When Shellshock is active, your character emits a circular burst of energy. Nearby zombies get knocked down, take slight damage, and remain stunned until your Special Ability meter runs dry. Shellshock passes straight through obstacles and equally affects almost all types of zombies.

Shellshock is a great emergency option and it can save your neck, but it has a couple of drawbacks. One such drawback is that it only hits once by default. By the time you reach wave 12 or higher, zombies spawn so fast that Shellshock — unless it's used carefully — is only good for a quick breather. Fresh zombies will arrive almost immediately to back up the stunned zombies. Watch your position and time its use, or Shellshock won't work to its fullest possible extent.

Shellshock with Exploit Weakness can set up late-game waves of zombies for quick, decisive kills especially if you coordinate with buddies who have Frontline and Freefire. It's particularly useful for point defense.

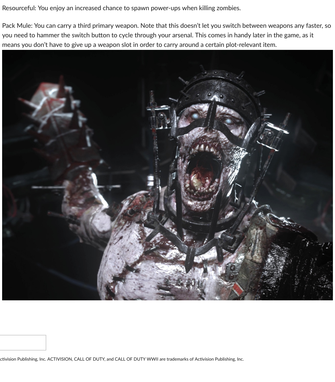
SHELLSHOCK MODS

- Breathing Room: Shellshock gains a 200% bonus to its knockback effect and a 150% bonus to its radius. Its visual indicator is a little misleading here, as it can — and will — hit zombies that are seemingly well outside its range.
- Protector: Allies hit with Shellshock gain a point of Geistchild.
- Fiery Burst: Zombies hit by Shellshock are set on fire. They suffer damage equal to 3% of their maximum HP every 1.5 seconds for the next 30 seconds.
- Exploit Weakness: Zombies stunned by Shellshock take triple damage.
- Defribrillate: Any fallen allies within range of Shellshock are instantly revived.

Universal Mods

Instead of affecting Special Abilities, these mods affect your base skills, allow you to start with or accumulate greater resources, or otherwise provide passive benefits.

- Grenadier: Carry a maximum of eight grenades, rather than four.
- Fully Loaded: You receive a 50% bonus to your weapons' maximum ammo pool.
- Preventative Medicine: Your entire team takes longer to bleed out. This does not stack if more than one player uses it.
- Dutiful Medic: While reviving fallen teammates, you can take a single hit from a zombie for no damage.
- Discipline: You receive an increase to weapon accuracy and damage while crouching and in a prone position. A Freefire user with a crew to watch his/her back could get a lot of use out of this.
- Finishing Blow: You inflict double melee damage against zombies that have less than half health.
- Hoarder: You get a fifth Blitz slot. This sounds good but, in practice, it's rarely useful.
- Flak Jacket: You take no damage from your own explosives. This sounds better than it is, as you already take very little damage from your own grenades, but this comes in handy when fighting later waves. Being able to stand on top of your own primed grenades or minefields is a valuable way to buy some breathing room.
- Stubborn: Keep all your Blitzes after being revived for the first time.
- Specialist Training: In normal circumstances, the cost required to use a Special Ability increases each time the player uses a Special. With this mod, the increase in cost is lessened. Successive Special Abilities still increase in cost, but less so with Specialist Training.
- Geistchilded Up: You begin the match with three points of Geistchild. This Geistchild is "free" and having it does not affect the Panzerblitz machine's prices. This is probably the single most useful mod during the process of learning the game, but it can be safely abandoned once you're comfortable with your skills.
- Resourceful: You enjoy an increased chance to spawn power-ups when killing zombies.
- Pack Mule: You can carry a third primary weapon. Note that this doesn't let you switch between weapons any faster, so you need to hammer the switch button to cycle through your arsenal. This comes in handy later in the game, as it means you don't have to give up a weapon slot in order to carry around a certain plot-relevant item.



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Nazi Zombies

Power-Ups

Some zombies and supply drops turn out to have a prize inside: power-ups! These powerful bonuses can turn the tide of a battle in a second. At the same time, though, they require some forethought to be used most effectively.

Power-ups can drop from a freshly killed zombie, at which time they appear as a giant glowing icon. Otherwise, they can be found in Supply Drops and equipped from your inventory as part of your loadout. Power-ups that spawn in the world only last 25 seconds and flash for 10 seconds before disappearing. When you pick up or use a power-up in cooperative play, its effect automatically extends to all teammates regardless of their distance from you or their current status.

★ UNIVERSAL POWER-UPS

Elektromagnet

Any Jolts earned from any source (including mission objectives) are doubled for 30 seconds. This becomes most crucial early in the game when you're low on resources. Don't be afraid to let this power-up linger for a few seconds until you're in a better position to use it. The break between waves of zombies lasts just long enough for power-ups to expire, so picking it up at the end of a wave simply wastes it. Since the player's Special Meter grows based on the number of Jolts earned by the player (with the exception of points shared between players), Elektromagnet has the added benefit of essentially doubling the player's meter growth for 30 seconds.

Totengriff

One shot, one kill! During the Totengriff effect, standard zombies all drop after one hit. That hit can come from a bullet, an explosion, the wave of force spawned by Shellshock, or your shovel.

Totengriff provides a fun way to get out of a bind or polish off the last few zombies in a wave, but it does come with a significant drawback. If you mow down a wave of zombies with firearms while Totengriff is active, every zombie is worth at most 60 points. You can get easy 130-point kills with your shovel, though. More powerful zombies, such as Wüstlings and Brenners, are utterly unaffected by Totengriff.

Taschen Voll

Your team's ammunition supply instantly maxes out, including grenades and your guns' magazines and chambers. In addition to dropping from zombies, you automatically receive a Taschen Voll as a reward for surviving every fifth wave of zombies.

Wait to pick up a Taschen Voll until you've emptied your gun(s), as it skips the need for you to reload. If you have to, cancel your reload animation by switching weapons.

Überladen

You and your teammates receive 100% Special Ability meter. If you grab an Überladen while already under the effect of your Special Ability, its duration is appropriately extended.

Ordinarily, your Special Ability meter is locked at 100% and any meter you gain over that amount is simply wasted. However, picking up Überladen power-ups lets you overfill the meter to a maximum of 200%! This also extends the duration of your Special Ability's effects up to twice as long.

If you're playing Shellshock, this isn't particularly valuable; any zombies you catch in your burst are likely to be dead well before the stun expires. With the other three Special Abilities, though, Überladen is worth keeping in mind. There's a random element to it, of course, but if you sit on a full Special Ability meter, you have the chance for an additional 20 seconds of effectiveness if you find another one.

Vernichten

When you pick up this “nuke,” all nearby zombies are instantly destroyed. You gain a flat sum of 400 Jolts for killing zombies with Vernichten, regardless of how many are killed so be careful about picking one up. Also, a Vernichten only works on Wichts, Pests, and Bombers. More powerful zombies may get knocked over, but are otherwise unaffected.

INVENTORY POWER-UPS

As noted previously, these are found in Supply Drops and equipped as part of your standard load-out. Each player can only activate a Consumable once per wave and once they're consumed, they're gone for good. Their quality level determines how often they can be used before they're exhausted.

Refund Coupon

Activate this power-up and the next time you make a purchase from a weapons locker, you're automatically refunded 25% of the purchase price.

Blitz Machine Coupon

As with the Refund Coupon, this refunds 25% of the cost of a Blitz.

Flamethrower

This equips a Flamethrower, which you can use until it's expended. Once equipped, you have 30 seconds to use the Flamethrower. Zombies hit with its flame jet are set aflame and burn rapidly, suffering damage over time until they expire. This is still a rapid, hard-hitting way to deal with a crowd.

Bazooka

This equips a Bazooka, which you can use until it's expended. It only lasts for 30 seconds with infinite ammunition once it's employed, despite its on-screen ammo counter. It inflicts heavy damage to its target, has mediocre splash damage, and using it at point-blank range is suicidal.

Weapon Guarantees

Use a Weapon Guarantee to force the Mystery Box to cough up a matching weapon. You can find Weapon Guarantees for the Lewis, MG 15, MG 42, Bren, M1903, Karabin, and Toggle Action.

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Nazi Zombies

Scoring & Jolts

You need Jolts to progress through the story and acquire upgrades. You can acquire a few here and there as a bonus from accomplishing various goals, but the primary source comes from beating them out of the undead. Each zombie is animated by the same peculiar energy, which you can harness and collect.

SCORING TABLE	
SCORE	**ACTION**
0	Kill a zombie with a trap.
10	Cause non-fatal damage to a zombie via any method.
50	Kill a standard zombie.
100	Kill a zombie with a headshot.
100	Complete a story action.
130	Kill a zombie with a melee swing.
200	Kill a Wüstling.
750	Kill a Brenner.

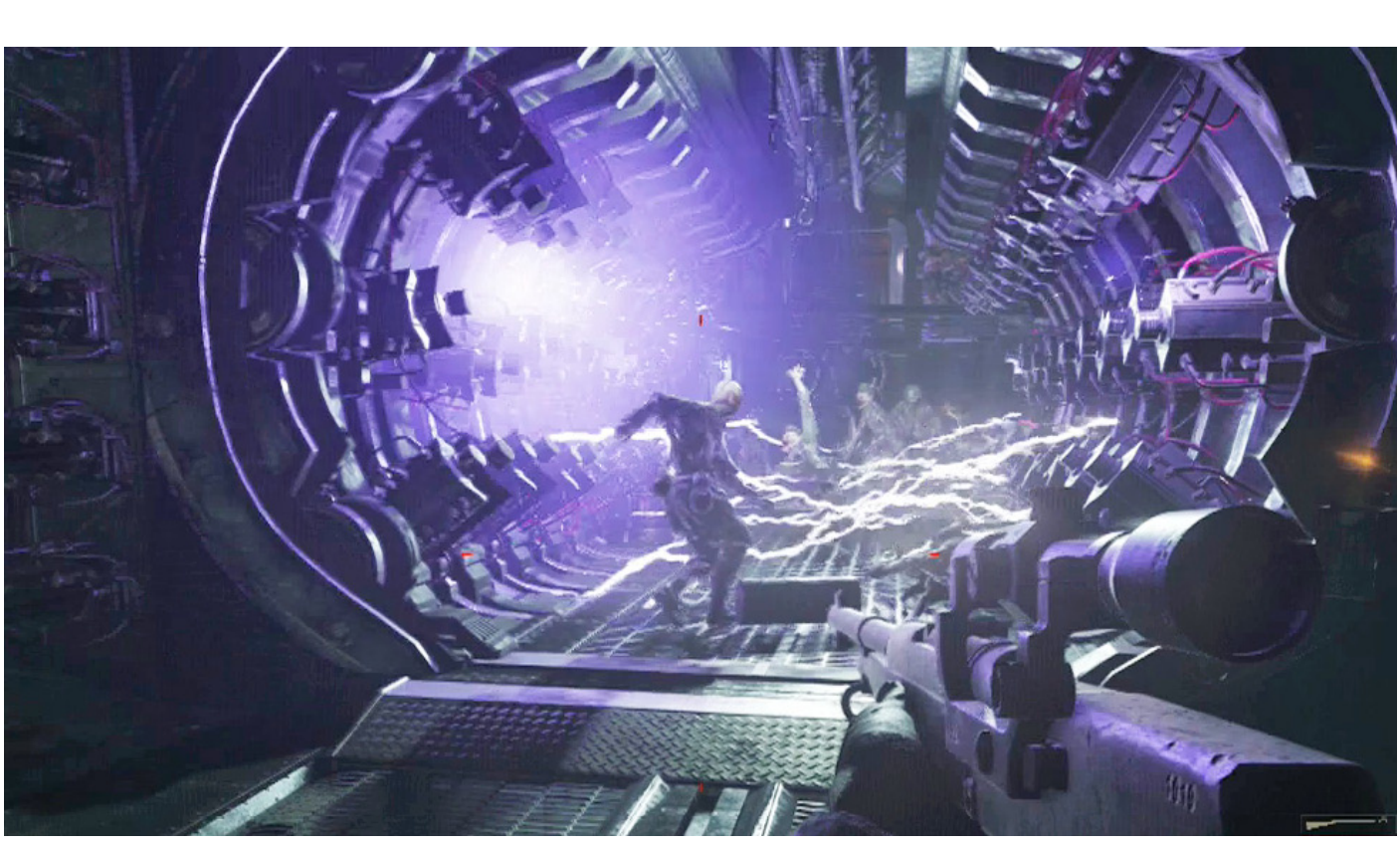
By itself, a standard zombie coughs up 50 Jolts. You receive a bonus of 10 Jolts for any attack that successfully hits a zombie, such as a shovel hit, a gunshot, or a thrown grenade. So if you kill a zombie with one hit, it's worth 60 Jolts.

For weapons that fire multiple rounds at once (such as shotguns or burst-fire rifles), each bullet or pellet that hits a target is worth 10 points. There's no "cooldown" on Jolts; if you hit a zombie with multiple attacks at once, or hit multiple zombies with the same attacks, you receive all the earned Jolts at once.

To maximize your Jolts, be careful about the methods you choose to kill zombies. Ideally, soften up a target with a few shots to its center mass before finishing it off with a headshot or a blow from the shovel. By taking this approach, a 50 Jolt zombie can be worth 160 to 200 Jolts.

A zombie that dies due to an area-of-effect attack (such as a grenade or mine) only nets the base 50 Jolts. You may want to reach for your explosives when you see several zombies approaching in a tight group, but this tactic can hit you right in the Jolt pocketbook.

A similar warning applies to the various traps scattered throughout Mittelburg, particularly once you enter the Laboratory and Morgue. Traps are powerful tools for zombie disposal and can take down dozens of zombies, particularly if you pair the traps with distraction or control techniques like Frontline or a Jack-in-the-Box lure. However, any zombie that dies due to a trap results in 0 (zero) Jolts. It's important to note that it also costs Jolts to use traps!



Finally, all of these concerns fly straight out the window once you reach the later waves. Starting at around wave 12, zombies start coming thick and fast, so the act of simply surviving should result in enough Jolts to get any remaining upgrades. By the time you hit wave 18 or higher, don't hesitate to spend Jolts on traps, ammunition, or other incidental cash sinks. You will need every advantage possible.

In short: Be thrifty early on, so you can afford to be a spendthrift in the later waves.

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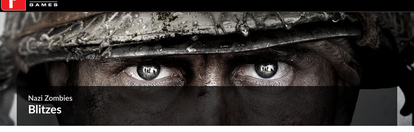


Nazi Zombies

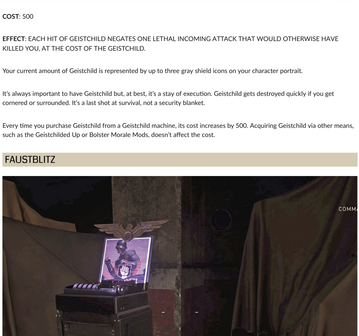
Blitzes

Blitz Machines are a triumph of necro-science. If not for the subsequent death and unholy resurrection of most of the personnel involved, they would have become a cornerstone of the German war effort. You can find Blitz Machines in several locations throughout the village, ready to provide upgrades in exchange for a significant number of Jolts. A Blitz provides a powerful, permanent, and passive bonus.

By default, a single character can hold and benefit from four Blitzes (five, if you take the Hoarder Mod). Newly acquired Blitzes will overwrite the oldest ones and you can't take a single Blitz more than once. However, if you're incapacitated by damage, you run the risk of losing your Blitzes. If you bleed out, you gradually approach a point where your Blitzes vanish one by one.

While paying into a Blitz Machine, you become vulnerable for a few seconds as your character receives the upgrade. Just remember that you are locked in an animation while receiving the blitz, so it's not possible to find cover for safety.

GEISTCHILD



COST: 500

EFFECT: EACH HIT OF GEISTCHILD NEGATES ONE LETHAL INCOMING ATTACK THAT WOULD OTHERWISE HAVE KILLED YOU. AT THE COST OF THE GEISTCHILD.

Your current amount of Geistchild is represented by up to three gray shield icons on your character portrait.

It's always important to have Geistchild but, at best, it's a stay of execution. Geistchild gets destroyed quickly if you get cornered or surrounded. It's a last shot at survival, not a security blanket.

Every time you purchase Geistchild from a Geistchild machine, its cost increases by 500. Acquiring Geistchild via other means, such as the Geistchilded Up or Bolster Morale Mods, doesn't affect the cost.

FAUSTBLITZ

COST: 2000

EFFECT: DEAL MORE DAMAGE IN MELEE.

If you want to be a shovel ninja, then take this along with all the melee-influencing mods you can find. With this blitz, the shovel will one-hit kill all non-special zombies until round 16 is reached.

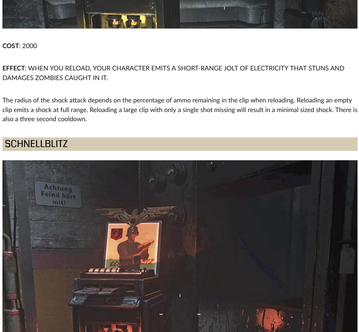
KUGELBLITZ

COST: 2000

EFFECT: DOUBLES THE RATE OF FIRE, WHICH ALSO DOUBLES WEAPON DAMAGE.

Kugelblitz isn't a massive improvement, but it's quite noticeable. By the time you reach the later waves of enemies, you want every advantage possible. Fortunately, it's also one of the easiest Blitzes to find.

LAUFENBLITZ



COST: 2000

EFFECT: MOVE 7% FASTER BY DEFAULT AND YOUR STAMINA NO LONGER DEPLETES WHILE SPRINTING.

Much like Kugelblitz, Laufenblitz's effects are a bit subtle, but it's worth taking for any character regardless of his or her intended role. Sooner or later, you're always going to end up running for your life!

LEBENBLITZ

COST: 500/1500

EFFECT: IF PLAYING SOLO, YOUR CHARACTER AUTO-REVIVES UP TO THREE TIMES BEFORE THE BLITZ RUNS OUT. IN A GROUP, YOU REVIVE FALLEN TEAMMATES ROUGHLY TWICE AS FAST.

This Blitz Machine is in the starting area, so it's worth acquiring early on just to be safe. You may want to ditch it unless you're a Medic, as better Blitzes become available. This blitz must be reacquired once the self-resurrection is used. It can be bought a maximum of three times.

SCHILDBLITZ

COST: 2000

EFFECT: WHEN YOU RELOAD, YOUR CHARACTER EMITS A SHORT-RANGE JOLT OF ELECTRICITY THAT STUNS AND DAMAGES ZOMBIES CAUGHT IN IT.

The radius of the shock attack depends on the percentage of ammo remaining in the clip when reloading. Reloading an empty clip emits a shock at full range. Reloading a large clip with only a single shot missing will result in a minimal sized shock. There is also a three second cooldown.

SCHNELLBLITZ

COST: 3000

EFFECT: RELOAD TIME IS CUT IN HALF.

This is an absolute lifesaver and should be near the top of the priority list for all characters once you unlock its location.

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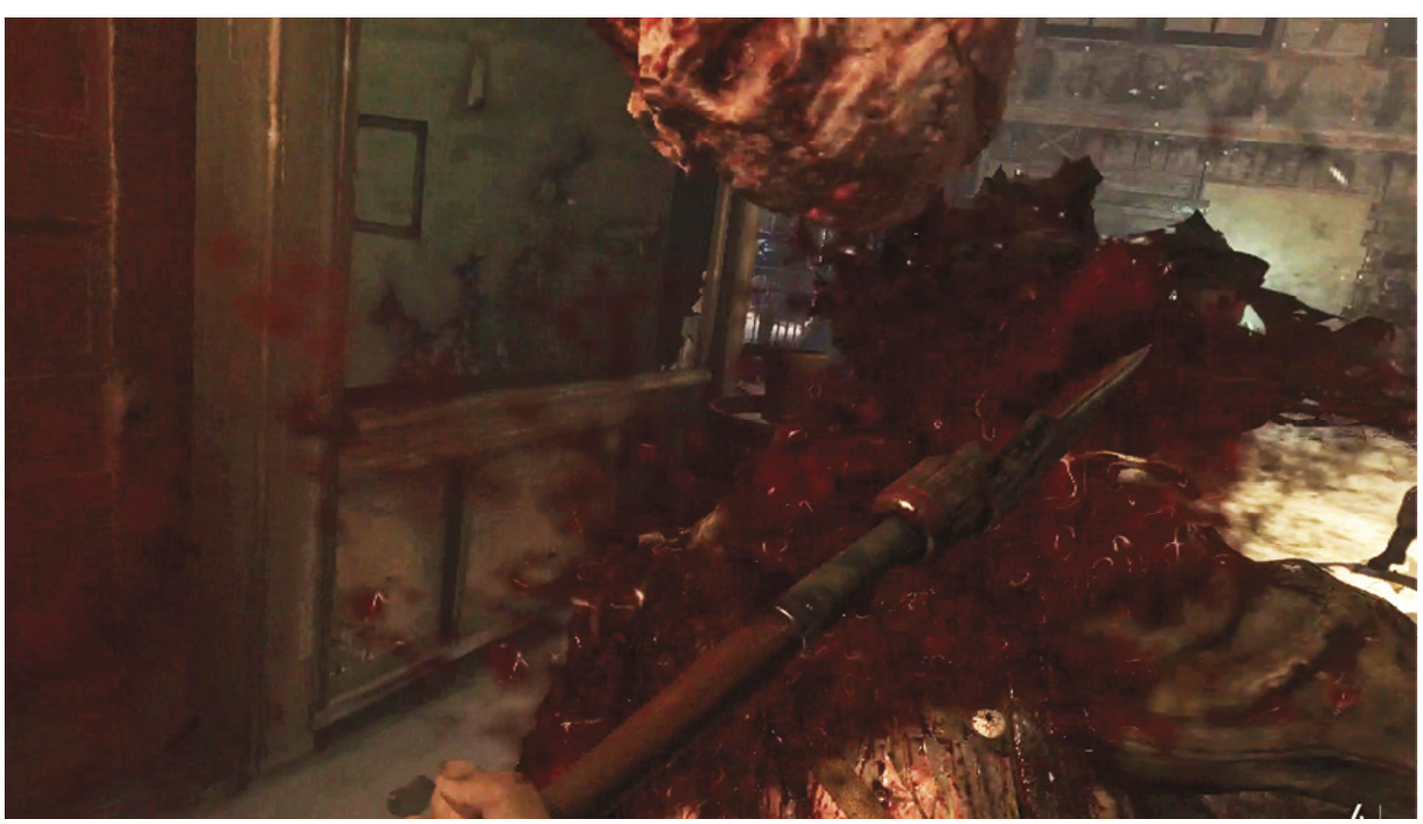
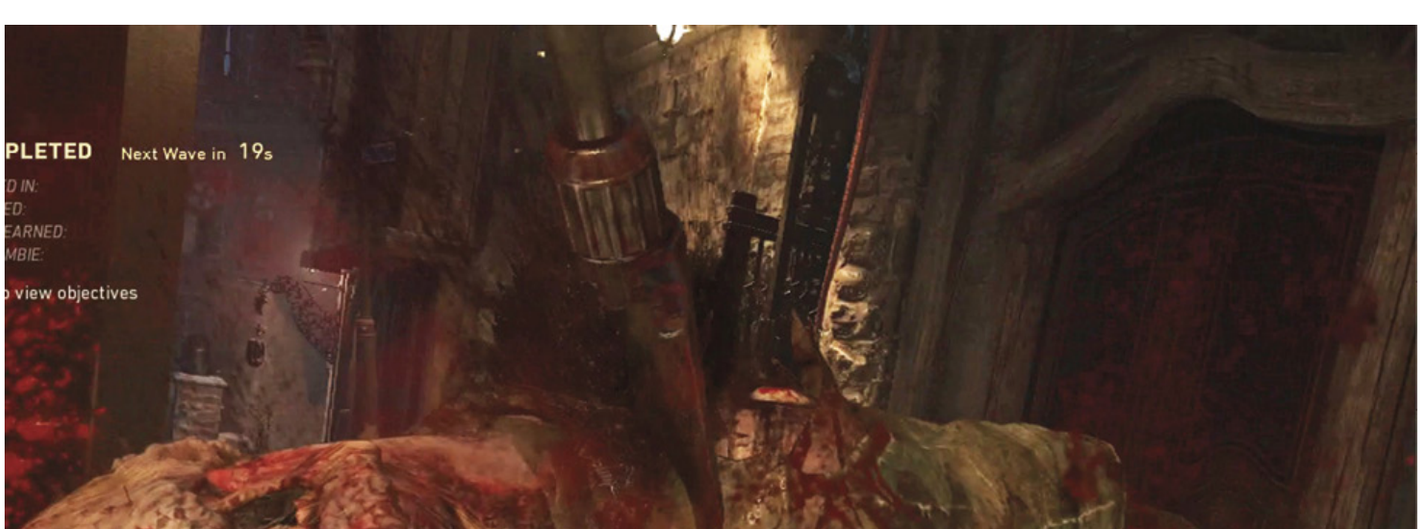
Nazi Zombies

Arsenal

If you want to survive the zombie apocalypse, you're going to need guns. You begin a round of Nazi Zombies with the weapons you're entitled to by your rank. At the start of the game, this includes a pocketful of grenades and a sidearm (typically a P-08 pistol). By taking out the first few waves of zombies, you can accumulate Jolts and use them to purchase something better from the weapon lockers scattered throughout Middelberg.

★ YOUR SHOVEL AND YOU: A ZOMBIE KILLER'S GUIDE





The first weapon you acquire in the Prologue stage, the trusty Shovel, is a useful, albeit limited, cornerstone of your Nazi Zombies tactics. You can switch to the Shovel at any time and wield it as a primary weapon, or swing it as your melee attack. Regardless, after the first few waves it takes a few shovel hits to kill even a weak zombie, but it does stun them for a second on impact. You can also use a quick shovel hit to knock off a zombie's helmet, setting it up for a headshot. Remember that melee kills are worth 130 Jolts, while a gun kill results in just 100 Jolts.

A heavy swing with a Shovel can kill a standard zombie (a Wicht) in one hit, as your character pries off the zombie's head. This is satisfying, a guaranteed kill, and has a chance of rewarding you with some extra Jolts (usually 50 to 200), some scavenged ammunition (approximately one spare magazine's worth for every gun you're carrying), or "lethal equipment" (a grenade).

However, as a trade-off, the decapitation animation cannot be interrupted once it starts, making you vulnerable during the process. If you want to go around digging zombies' heads off, only hit the lone survivors and occasional stragglers. If you try to methodically shovel a pack of zombies to death, you might get one before the rest kill you.

STARTING WEAPONS

At the start of your Nazi Zombies career, you have your pick of a single gun. As you gain EXP and rank up, you unlock access to better starting weapons, which gives you a big boost in killing potential straight out of the gate.

Your choice of weapon mostly comes down to personal preference. Pistols are accurate and come with a large stock of ammunition, but they don't pack a lot of punch. If you're good enough to regularly score head shots, you may favor them as a go-to weapon.

Shotguns are good for up-close combat and are lucrative, as each pull of the trigger fires several pellets, each of which counts as its own attack for scoring purposes. They have a very short effective range, however, and it's easy to pick one up from weapons lockers.

Assault rifles have range, speed, and flexibility on their side and are the best choice for a Freefire specialist but demand accuracy in order to get results, and the individual rounds tend to be on the weak side. As is the case in Multiplayer Mode, you should fire short, controlled bursts and start popping heads; otherwise, you'll run out of ammo.

★ GRENADES

As mentioned previously, grenades are a mixed blessing. On one hand, they offer a lot of advantages and pure crowd control. On the other, a zombie that dies in an explosion is only worth 50 Jolts. If you actually hit a zombie with a primed grenade before it goes off, it results in another 10 Jolts.

Be careful when using explosives early in the game, or else you may end up with some "cash flow" problems. At around wave 12 or so, zombies will appear in larger groups so you can go nuts.

There are five types of grenades in Nazi Zombies as part of your loadout. Once you enter a match with your grenade choice, you must stick with that choice for the duration of the match. Each grenade type is valuable in its own way, although throwing knives are a little questionable compared to the others. Ultimately, your choice comes down to your personal preference and your role in the group.

Grenades don't appear in weapon lockers. Once a match begins, the only ways to reload grenades are by drops from heavy shovel kills or the Taschen Voll power-up. You also receive one "free" grenade every time you survive a wave of zombies.

MK. 2 Fragmentation

There's a reason it's a classic. Frag grenades have a five-second fuse and bounce fairly realistically. With the proper throw, you can toss a frag grenade around a corner or over obstacles. It can also ricochet off a zombie's skull and detonate harmlessly in an empty room. If you're really unlucky, a zombie may kick it back at you.

So even if you're in a late wave and an explosion won't outright kill a zombie, there is still a good chance the resulting explosion will cripple it or at least knock it down. Lastly, you can "cook" a frag grenade by holding down the Throw button, ensuring the detonation will go off when you want.

Sticky Bombs

A sticky bomb, as one might imagine, hits its target (a wall, a zombie, a teammate) and, well, sticks there until it detonates. It inflicts about as much damage in a similar radius as a frag grenade and has a two-second fuse.

It's easy to guarantee a hit with a sticky bomb. When using one against a charging horde of zombies, try to throw the sticky bomb so it lands toward the back of an oncoming horde.

Satchel Charges

It takes a second for satchel charges to become active once they're placed. Once live, you can manually detonate them by double-tapping the Reload button. Satchel Charges do not expire once placed, which makes them excellent for setting traps or reinforcing a perimeter. For sheer tactical utility, Satchel Charges are arguably your best option.

Bouncing Betties

Mines take a second to arm once they've been set and their placement can be finicky. They don't always appear exactly where you're standing when you push the button; instead, they are placed where you're standing when the mine-laying animation completes. When a Bouncing Betty detonates, it springs into the air and sprays shrapnel over a small surrounding area. For raw damage, mines are on the low end of the explosive spectrum. They have a nasty habit of producing crawler zombies rather than dead ones, but they're crucial for point defense. If you know where the zombies are coming from, then use some

Bouncing Betties and you won't regret it.

Throwing Knives

If you decide to roll out with a brace of throwing knives, you've traded the utility and crowd control of the other options for pure, single-target damage. A single knife is enough to drop a standard zombie; you receive 130 Jolts for the kill. If you miss, simply pick it up and reuse it. As in Multiplayer Mode, knives also offer a powerful, last-ditch defensive option if and when an enemy attacks while you're reloading.

Knives get significantly less useful as the game progresses, since zombies' health pools increase. You can use throwing knives to farm easy Jolts at the start of the game by dropping the more powerful zombies with just a few hits. The tougher the zombies get, however, the less useful knives become.

Jack-in-the-Box

The final type of grenade only appears as a relatively common drop from Mystery Boxes. Once acquired, Jack-in-the-Boxes have their own designated button and your supply is tracked in your UI. You begin with three and can acquire more from Taschen Voll power-ups.

When used, Jack-in-the-Boxes get thrown to the ground in a similar fashion to satchel charges. On contact, they emit a jaunty song, drawing in nearby zombies, before the box ultimately explodes. No zombie is immune to the distraction from a Jack-in-the-Box.

Jack-in-the-Boxes don't go far when thrown. If they hit something in mid-air, they instantly drop to the ground. This means they aren't great as a decoy if you're trying to get out of a corner. You're more likely to bounce one off a nearby zombie's face and get caught in your own explosion. The Box is also built so low to the ground that it tends to create a lot of crawler zombies when it explodes. If you want to ensure maximum body count, back up the Jack-in-the-Box with a couple of sticky bombs or a Satchel Charge.

It's worth spending extra Jolts on the Mystery Box early on in an attempt to farm Jack-in-the-Boxes. Much like other grenades, don't use them indiscriminately. As you progress through the game, point defense and distraction tactics become more vital. It's at this point that Jack-in-the-Boxes shine. Having the ability to distract part of a zombie horde for a few crucial seconds is absolute gold.

MYSTERY MATH

The appearance of the Jack-in-the-Box from the Mystery Box isn't as random as you might think. Under the hood, there's a 5% initial chance (rounding up) that a Jack-in-the-Box spawns from the Box and that increases by 15% every time a player pays into the Mystery Box. Once a Jack-in-the-Box appears, the chance resets to zero.

In Co-op Mode, you can efficiently farm a Jack-in-the-Box for at least one player by having multiple players pay into the Mystery Box in a row. There is a risk of resetting the Box, but it's easy enough to find again and it's well worth the effort.

MYSTERY BOXES

The humble and powerful Mystery Box makes a triumphant return to the fray in Nazi Zombies. Look for it as soon as you get the bunker door open. In exchange for 1,000 Jolts, you can obtain a randomly selected weapon. It can include:

- Any firearm you can get from the weapons lockers in the village.
- Another weapon that's available in other game modes (for example, the Lewis machine gun or Toggle Action shotgun).
- Other unique toys, such as the Jack-in-the-Box or the Flinegerfaust (a "rocket revolver").

If you've obtained and equipped a Weapon Guarantee power-up, use it to force the Mystery Box to cough up a specific weapon. Remember, though, that you still must pay 1,000 Jolts. In any case, the weapon in question only lasts for a few seconds before it disappears, so grab it quickly.

LMGS IN NAZI ZOMBIES

As you may have noticed, the only way to get a light machine gun (LMG) in Nazi Zombies is through a Mystery Box. It's worth picking one up, especially if you're running with Freefire!

A Mystery Box can only be used a few times before it's disabled, at which point it reappears somewhere else in the village. Spawn points for it include the following:

- The front room in the Bunker.
- The near side of the Bridge next to the Tower gate.
- In the small courtyard in the Riverside with the Bouncing Betty trap.

As you may expect, a Mystery Box is almost always a roll of the dice. You may end up with a gun that you couldn't get in any other way, or you may get something that's currently useless. Do you feel lucky?

WEAPON LOCKERS

The Nazis have left a wide assortment of firearms scattered throughout the village. Unfortunately, they are also responsible firearm owners and have secured them all inside lockers that only open when fed a certain amount of Jolts.

A freshly purchased firearm comes with a full stock of ammo. You can carry two guns by default (three with the Mule Kick

mod) and picking up a new weapon replaces your current gun. You can restock ammo for your current gun by revisiting its weapons locker, if it has one, where you can pay half its original purchase price to max out its ammunition supply.

THE UPGRADE STATION

If you get far enough into the village, you may figure out how to unlock an upgrade station in the Catacombs. In exchange for a cool 5,000 Jolts, you can infuse a current weapon with Geistkraft, empowering it well beyond the limits of simple physics!

A newly upgraded gun gains a new name, as well as across-the-board improvements to its clip size, maximum ammo, and raw damage. Rifles gain a substantial bonus to their accuracy when hip-fired, machine guns weigh less and thus inflict less of a penalty to a character's movement speed, and long guns in general are less cumbersome. A handful of weapons, such as the M1911 and M1 Garand, receive special bonuses all their own.

There is a downside, however. After upgrading a gun, it's more expensive to use. You can still reload an upgraded firearm at the upgrade station or its corresponding weapons locker (if one exists), but doing so now costs 4,000 Jolts. You can still resupply by grabbing Taschen Voll power-ups or by looting ammo with heavy shovel attacks, however.

Additionally, the upgraded weapon also disappears if you swap it out for another gun from a weapons locker. To get it back, you must go through the upgrade process all over again.

Most crucially, be careful and attentive when upgrading a weapon. Once the process finishes, you only have a few seconds to grab it from the station before the newly upgraded gun disappears forever. Ideally, you should have teammates run interference while you're waiting for the upgrade station to finish its work. If you get distracted at a crucial moment, you may end up disarmed and lighter in your wallet!

WEAPONS

WEAPON	COST	DAMAGE	RATE OF FIRE	CLIP	AMMO STOCK	HEADSHOT MULTIPLIER	UPGRADED	UPGRADED CLIP	UPGRADED STOCK	U D
BAR	1500	190	625	20	180	3x	FU-BAR	40	360	28
Bren	Mystery Box only	400	418	30	180	2.5x	Ronnie	100	400	42
Lee Enfield	1600	500	300	10	50	4x	Smiley	20	100	90
FG 42	1600	210	517	20	180	3x	Device 450	40	360	32
Fleigerfaust	Mystery Box only	2000 (1000 splash damage)	150	9	45	1x	Luftfaust-B	9	54	30 spl
Grease Gun	1000	135	545	30	180	3.5x	The Greaser	60	360	26
Kar98k	Starting weapon	125	300	5	20/50	6x	War Model	10	100	80
Karabin	Mystery Box only	600	234	10	100	4x	White Death	20	140	85
Lewis	Mystery Box only	240	517	47	282	2.5x	Belgian Rattlesnake	97	485	37

M1 Garand	1250	300	324	8	64	5x	G.O.A.T.	16	160	50
M1A1 Carbine	Starting weapon	80	387	15	30/90	3x	M2 Carbine	30	360	32
M1903	Mystery Box only	800	171	5	50	3.5x	Illinois	25	100	10
M1911	Starting weapon	50	285	7	77	3x	Bacon and Eggs	7	49	12
M1928	1000	105	909	30	210	3.5x	Chicago Typewriter	50	400	20
M1941	1500	160	800	25	175	3x	Emma-Gee	50	450	23
M30 Luftwaffe Drilling	500	90x8	150	2	12/24	2.5x	Trips	3	60	30
Machine Pistol	500	60	720	10	50/120	2x	Red 9	20	380	35
MG 15	Mystery Box only	180	722	50	300	2.5x	Prop Shredder	75	450	33
MG 42	Mystery Box only	190	652	50	250	2.5x	Bone Saw	100	400	22
Model 21	Starting weapon	100x8	200	2	12/24	2x	Last Model	2	54	35
MP-40	1000	110	722	32	192	3.5x	Hardly Werkeing	64	384	21
P-08	Starting weapon	40	428	8	96	3x	G.I.'s Souvenir	16	320	45
PPSh-41	1000	100	722	35	210	3.5x	Dedushka	71	355	21
STG44	1500	140	666	30	180	3x	STG770	60	420	22
SVT-40	750	175	257	10	80	6x	AVT-40	10	360	60
Tesla Gun	Acquired via mission objective	2000	60	4	12	1x	—	—	—	—
Toggle Action	Mystery Box only	150x8	171	6	48	2x	Lucky	12	72	30
Type 100	750	90	625	30	150	3.5x	Blood Type	60	360	24
Waffe 28	1000	90	1000	32	192	3.5x	Flapjack	50	350	18
Combat Shotgun	1000	160x8	300	8	48	2x	Diplomatic Solution	16	64	27

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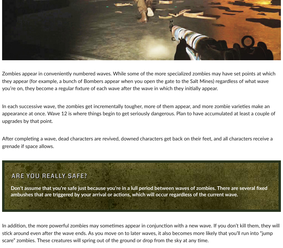
Nazi Zombies

The Zombies

The real stars of the show are the zombies. They're dead, they're unhappy, and they won't stop until you're history.

WAVES



Zombies appear in conveniently numbered waves. While some of the more specialized zombies may have set points at which they appear (for example, a bunch of Bombers appear when you open the gate to the Salt Mines) regardless of what wave you're on, they become a regular feature of each wave after the wave in which they initially appear.

In each successive wave, the zombies get incrementally tougher, more of them appear, and more zombie varieties make an appearance at once. Wave 12 is where things begin to get seriously dangerous. Plan to have accumulated at least a couple of upgrades by that point.

After completing a wave, dead characters are revived, downed characters get back on their feet, and all characters receive a grenade if space allows.

ARE YOU REALLY SAFE?

Don't assume that you're safe just because you're in a lull period between waves of zombies. There are several fixed ambushes that are triggered by your arrival or actions, which will occur regardless of the current wave.

TYPES

There are five types of "typical" zombies. In general, they wait to spawn as part of a standard wave until you either reach a set point of progress, or you reach a specific wave — whichever comes first.

WICHT

WAVE: 1

STRENGTHS: NUMBERS WEAKNESSES: HEADSHOTS

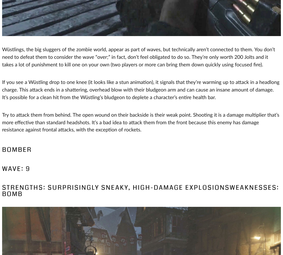
The most commonly encountered enemies in Nazi Zombies are the classic zombies, known as the Wichts. These standard variety are quite predictable, slow (although many can jog), and easy to kill. When fighting them alone, they're simple to defeat, although many have a bad habit of popping up out of nowhere in your blind spot. It's important to note, however, that they're lethal in packs.

As a general rule, if it looks like a zombie could hide in an object, assume they can. Zombies can spawn from any window, doorway, crawlspace, or pile of snow in the game world. If they're completely out of options, they may just spring up from the ground or fall out of the sky. Zombies are very fond of creative ambush tactics.

PEST

WAVE: 5

STRENGTHS: FAST, SMALL, HARD TO HIT WEAKNESSES: LOW HEALTH



When you get right down to it, arms really just slow you down. Real go-getters like the Pests ditch those extraneous limbs in exchange for raw speed. In a footrace, they're about as fast as a normal player character (not upgraded) moving at a full sprint. They're also quite adept at ducking underneath your field of vision. They have very little health even in later waves, but have a much faster attack speed than other zombies and can drop a player in seconds.

Pests comprise every fifth wave of zombies. With this information in mind, set up in an appropriate area ahead of time and establish a clear field of fire. As a reward for surviving these "pest" waves, you receive a free Tauchen Void power-up, which refills your grenades and ammunition.

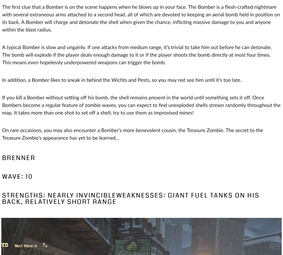
Pests also comprise a significant number of the zombies in every wave after the fifth one. You can often hear them well before you see them, as they're constantly surrounded by buzzing insects.

WÜSTLING

WAVE: 8

STRENGTHS: HIGH DAMAGE, QUICK LUNGES, HIGH HEALTH

WEAKNESSES: SLOW WALKING SPEED, BACKSIDE



Wüstlings, the big sluggers of the zombie world, appear as part of waves, but technically aren't connected to them. You don't need to defeat them to consider the wave "over;" in fact, don't feel obligated to do so. They're only worth 200 Jolts and it takes a lot of punishment to kill one on your own (two players or more can bring them down quickly using focused fire).

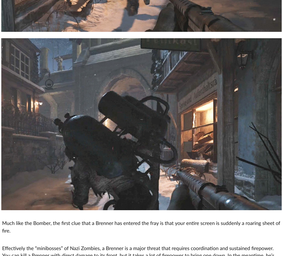
If you see a Wüstling drop to one knee (it looks like a stun animation), it signals that they're warming up to attack in a headlong charge. This attack ends in a shuttering, overhead blow with their bludgeon arm and can cause an insane amount of damage. It's possible for a clean hit from the Wüstling's bludgeon to deplete a character's entire health bar.

Try to attack them from behind. The open wound on their backside is their weak point. Shooting it is a damage multiplier that's more effective than standard headshots. It's a bad idea to attack them from the front because this enemy has damage resistance against frontal attacks, with the exception of rockets.

BOMBER

WAVE: 9

STRENGTHS: SURPRISINGLY SNEAKY, HIGH-DAMAGE EXPLOSIONS WEAKNESSES: BOMB



The first clue that a Bomber is on the scene happens when he blows up in your face. The Bomber is a flesh-crafted nightmare with several extraneous arms attached to a second head, all of which are devoted to keeping an aerial bomb held in position on its back. A Bomber will charge and detonate the shell when given the chance, inflicting massive damage to you and anyone within the blast radius.

A typical Bomber is slow and ungainly. If one attacks from medium range, it's trivial to take him out before he can detonate. The bomb will explode if the player deals enough damage to it or if the player shoots the bomb directly at most four times. This means even hopelessly underpowered weapons can trigger the bomb.

In addition, a Bomber likes to sneak in behind the Wichts and Pests, so you may not see him until it's too late.

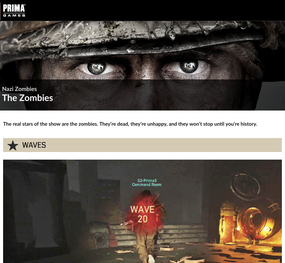
If you kill a Bomber without setting off his bomb, the shell remains present in the world until something sets it off. Once Bombers become a regular feature of zombie waves, you can expect to find unexploded shells strewn randomly throughout the map. It takes more than one shot to set off a shell; try to use them as improvised mines!

On rare occasions, you may also encounter a Bomber's more benevolent cousin, the Treasure Zombie. The secret to the Treasure Zombie's appearance has yet to be learned...

BRENNER

WAVE: 10

STRENGTHS: NEARLY INVINCIBLE WEAKNESSES: GIANT FUEL TANKS ON HIS BACK, RELATIVELY SHORT RANGE



Much like the Bomber, the first clue that a Brenner has entered the fray is that your entire screen is suddenly a roaring sheet of fire.

Effectively the "reinbosses" of Nazi Zombies, a Brenner is a major threat that requires coordination and sustained firepower. You can kill a Brenner with direct damage to its front, but it takes a lot of firepower to bring one down. In the meantime, he's unleashing his wrist-mounted flamethrowers all over the map. Nukes and Shellshock are effective against him, but that's the best you can hope for.

If he's distracted, you can target the weak point on the Brenner: the fuel tanks on his back. Target them to cause a brief explosion of flame. Keep hitting him there and eventually the tanks will explode and set him on fire, which also disarms his flamethrowers.

Make use of distraction techniques (like Frontline) to control where a Brenner is aiming, stay one step ahead of him, and make him your top priority until he's dead. It's important to note that another weak point is their lack of effective range. A Brenner is fast enough to stay on top of you, but his flamethrowers are barely more than melee weapons. If you end up at long range from a Brenner, there isn't much he can do besides charge.

When a Brenner dies, it drops its head as an item that you can equip. Unlike most equipment in the game, Brenner Heads remain where they are dropped until they're moved.

As a weapon, the Brenner Head is virtually useless, although there's a certain fun to be had in beating a zombie to death with the skull of another zombie. However, Brenner Heads are the key to unlocking the later secrets in Nazi Zombies...

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Walkthrough

Overview

Play through the Prologue first to get an idea of why you're here and what's going on. The game pits you, as Marie, against an assortment of zombies and serves as a tutorial for the game mode. You can also earn an Achievement/Trophy, Pressure Cooker, for staying alive in the tutorial until wave 20. "The Final Reich" is the main game, in which the bulk of the story of Nazi Zombies is told.

As a rule of thumb, the loadout for "The Final Reich" should evolve as you gain knowledge of the map. Early on, it's useful to carry whatever you have in your arsenal (in particular, Nukes or a Flamethrower) to help in crowd control. As you rank up and unlock better starting weapons, you can specialize even further and bring Elektromagnets so the early waves of enemies get a bit more lucrative, or invest in Refund Coupons.

Essentially, success in Nazi Zombies comes down to speed and efficiency. Although you can linger in the village as long as you like (since zombies are theoretically an inexhaustible resource), basic survival can be a real concern. Wave 12 is arguably the first real challenge and the game only gets tougher from that point onward. The more you can get done in those early waves, the better off you are.

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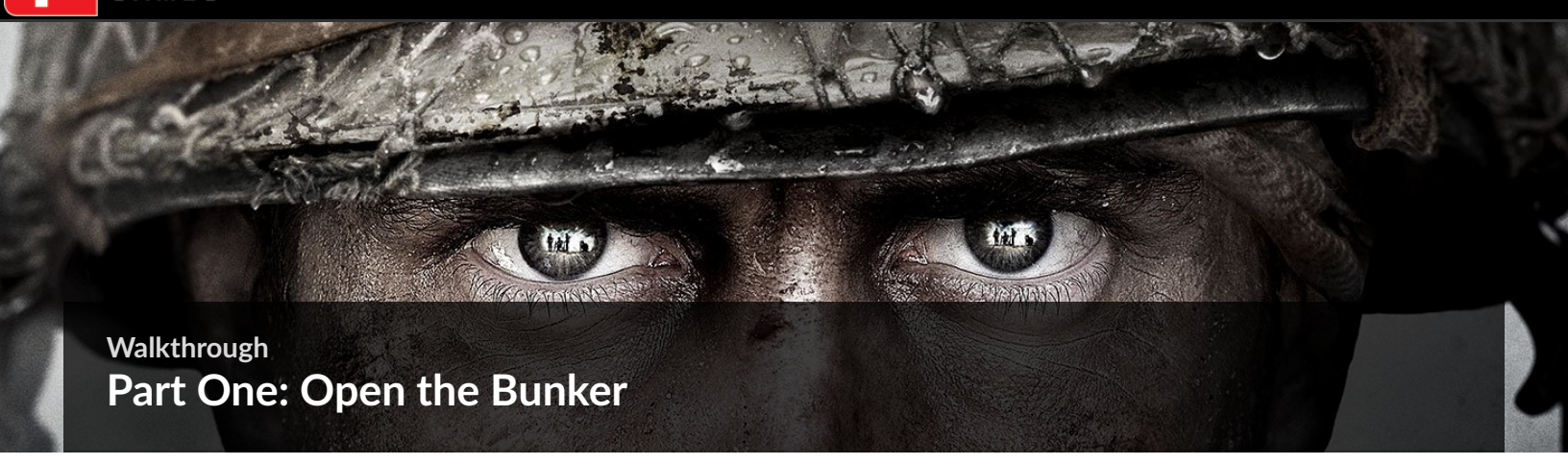

Walkthrough

Part One: Open the Bunker

You begin the match locked inside a narrow alleyway with only one way out. At your disposal you have 500 Jolts and your starting arsenal. Search behind your starting position to find a duffel bag. If you happen to die and return at the start of a wave, you can use this duffel bag and pay a small fee to find the weapons you had on you at your time of death.

The zombies in the first wave are rather weak; some will die from a single hit from a shovel. Save your ammo and beat them to death to obtain bonus Jolts. Try to earn enough to open the nearby gate. Also, consider investing in an M30 or, if you're alone or your team's Medic, the Lebenblitz Machine.

The bunker you need to open is easy to spot once you arrive in the village center. It's the big blast door on the back wall. Unlike many other gates before, however, it requires power to open it.

Activate the two gas valves in the village center. One is on the right as you enter behind the Geistchild Machine; the other one is in an alley to the left (as you're facing the bunker door). Both valves are worth 100 Jolts to whoever turns them on.

DANGER LURKS!

A lone zombie may appear from the nearby windows as you activate the valves.

The third valve is behind a gate to the Riverside part of the village; it requires 1,000 Jolts to open. There are three Wichts waiting in an ambush pattern if you pass through the further of the two gates to Riverside. Note that they appear regardless of the wave, so be on the lookout!

The next valve is by the gate to the bridge. It's worth opening now if you have the time and extra Jolts. The Pub, which is located at the top of the nearby stairs, hosts the crucial Kugelblitz Machine, a necessary upgrade. Also, search for the Combat Shotgun in a weapons locker on the floor below.

COMBAT SHOTGUN

You can purchase this shotgun for 1000 Jolts. The Combat Shotgun is an amazing weapon to use during the early waves. When upgraded, it will become a trusty friend throughout the game!

With all three valves active, return to the village center and turn on the pilot light near the boarded-up well shaft. Doing so triggers an explosion and forces several Pests out of the open well. When the coast is clear, hop down into the sewers.

Set down a few satchel charges or mines ahead of time, then back up during the explosion from the tunnels so the Pests run straight into them.

Locate this generator.

This reactivates the gates throughout the village, although you'll need to open them with Jolts. Most notably, you can now pay 1,250 Jolts to open the door to the Bunker.

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Walkthrough

Part Two: Explore the Salt Mines

There's a lot to see in the Bunker's command room. There's an M1 Garand weapons locker on the wall on the way in, which is a solid, all-around weapon. The Mystery Box's initial spawn point is located near the entrance, although it's easy to miss. There's a device for constructing weaponry on the level above, near a locked drainage tunnel and the Faustblitz Machine. Also, there's a blast shield on the floor next to the door to the salt mines. Turn the crank to open the shield for an easy 100 Jolts.

To access the salt mines, use 3,000 Jolts to open the doors to the Morgue and the Laboratory. Inside each wing, you need to find a power switch to reroute current to the Salt Mines' door. Of the two, the Laboratory is much easier to find. Head through the door, stay to the right, and cut through the room with the projector.

The Laboratory power switch.

The Morgue's power switch is a little tougher to find. Walk down the hall until you find the giant electrical capacitor that forms the Morgue's devastating electrical trap. Cut through it and proceed up the stairs on the left. Turn left again at the top to locate the power switch. Pressing one of the switches starts a timer. You must press the other before that timer expires to power up the door to the salt mines.

RELOAD TIME!

The Laboratory also contains the valuable Schnellblitz Machine and the much less valuable Schildblitz Machine. Remember the location of the former device the next time you have 3,000 Jolts to spare, as faster reload time is pure gold in Nazi Zombies.

With both power switches active, return to the command room and pay 1,250 Jolts to open the door to the salt mines. There are always several Bombers waiting on the other side. If you open the door and back off, at least one Bomber will attempt to chase you.

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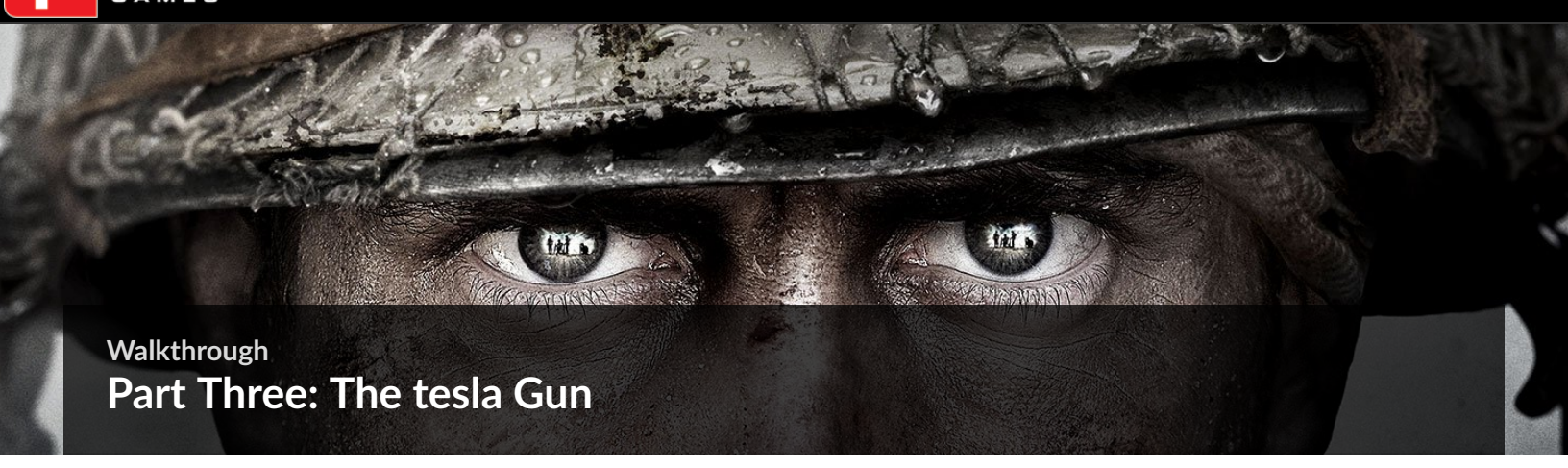

Walkthrough

Part Three: The tesla Gun

The salt mines lead to an underground chamber called the Emperor's Tomb, complete with an old sword stuck into a machine. Investigate it and your character determines that the machine is empowered by the same energy that animates the zombies. You can power it up by killing a dozen or so zombies.

The task is complete once the entire room flashes a bright red color.

This is hidden a little better, as there are multiple spawn points around the perimeter and the machines' positioning forces you into close-quarters combat. The safest thing to do in this instance is to engage most of the zombies somewhere else, such as the command room, and slowly lead a handful of surviving zombies down to the Emperor's Tomb. As long as you don't get too far ahead of them, you can guide them to a location without getting ambushed by new spawns.

Once the machine has power, the Geistkraft transfer device goes live and is raised into the command room. Once this occurs, locate the big red button on the balcony overlooking the command room, behind the weapon forge. Once the transfer device hits the ceiling, press the button to send it along the overhead track into the Laboratory.

»DANGER AWAITS!

This next part is extremely dangerous, so it may be wise to take a break and shop for Blitzes and upgrade your weapons. You've been warned!

Now things get tricky. You need to power the transfer device by killing zombies near it. The device projects a ring on the floor to indicate the area where the zombies must die. Note, however, that it moves through a narrow, dark corridor to get there. Zombies can spawn in either direction, seemingly out of nowhere, and it's easy to end up surrounded.

You can make the trip a little shorter by killing zombies while the transfer device is moving. It eventually stops a couple of times along the route if it doesn't have enough power, but you can speed up the process by feeding it kills while it's in motion. As with the Emperor's Tomb, you can make this a little safer by killing most of the zombies in a wave in a safer area, then leading the survivors into the transfer device's area of effect to finish them off.

At the end of the track, you automatically make the acquaintance of your first Wüstling (if you haven't seen one already). You must continue to kill zombies in this area to power up another device. This eventually produces one-half of the Tesla Gun. Take it and return to the command room.

Drop off the Tesla Gun part on the weapons bench on the upper level. It takes time for the Geistkraft transfer device to reset, but once it does, it sets off on a route into the Morgue, leading up to a device in the operating theater. It's not quite as difficult as the Laboratory trip, but it's still tricky and similar tactics apply. Pick up the second half of the Tesla Gun from the crystallization device.

When you return to the command room, you're guaranteed to run into a Brenner, who's happily setting the entire room on fire. Dispose of him and then use the weapon forge to build the Tesla Gun. You don't need to take it right now, but you must assemble it to continue.

The Tesla Gun is great for crowd control, but causes virtually no damage and its ammunition supply is shockingly limited.

BRENNER'S HEAD

Keep an eye out for the Brenner's head and make note where it lands, as it is required for an upcoming objective. If you lose track of it, you must wait for another Brenner to spawn and kill it.

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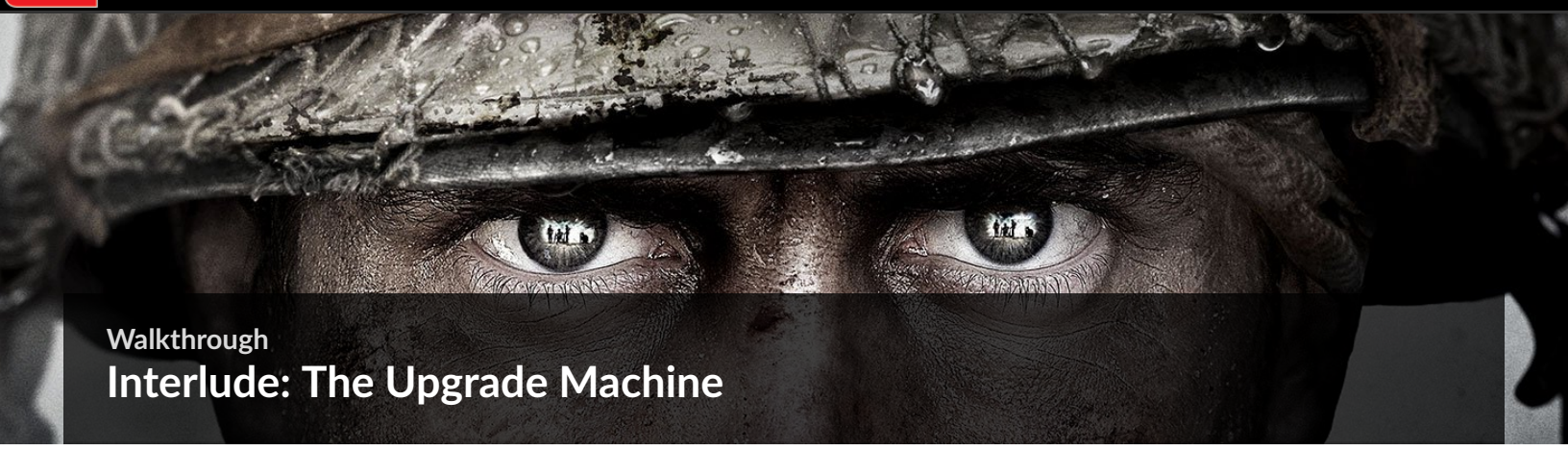
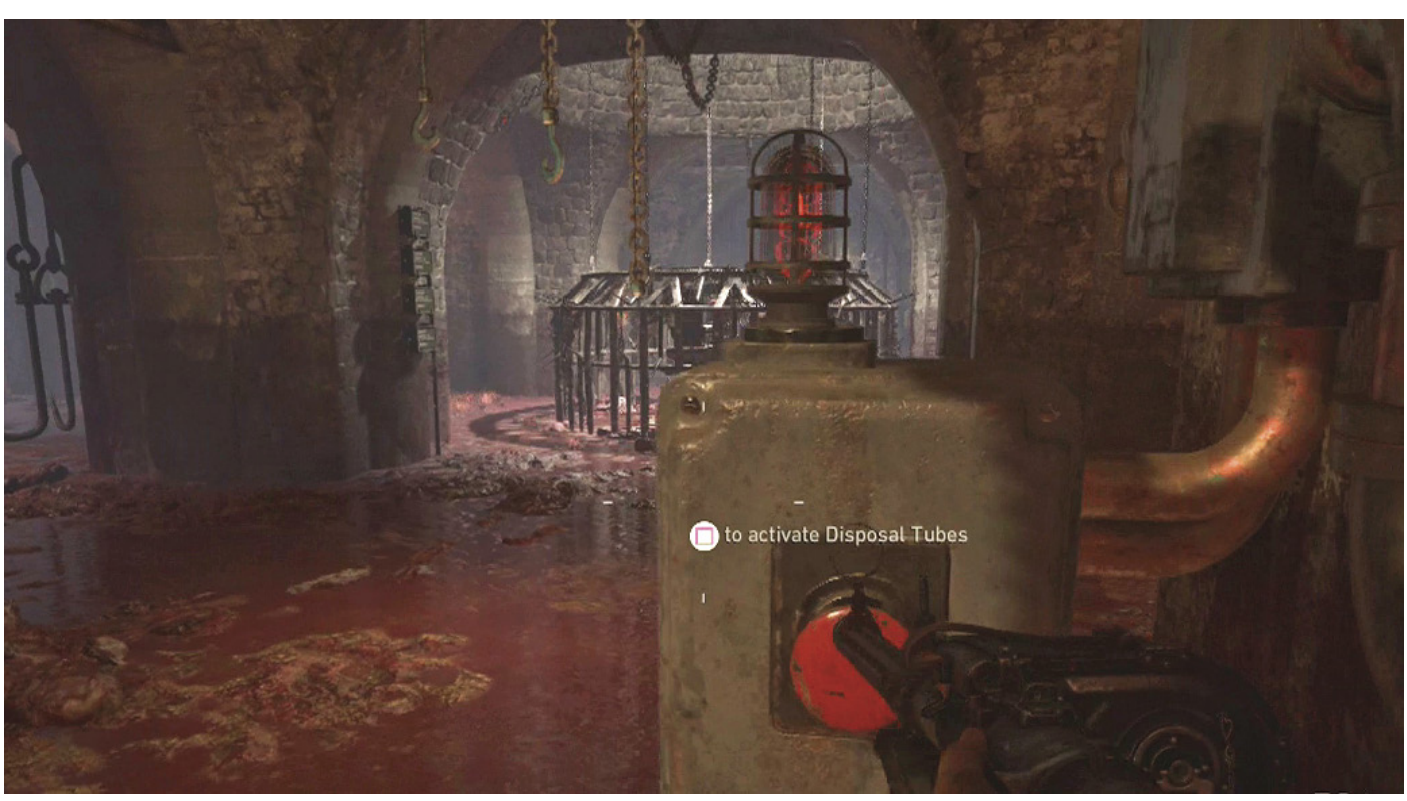


Walkthrough

Interlude: The Upgrade Machine

By this point, the enemy waves have likely gotten high enough that even standard zombies are bullet sponges. Before you continue to battle with forces beyond your comprehension, it's time to upgrade.

If you've done any exploration, you may have found your way into the Catacombs. The easiest way to reach them is through the Morgue past the spike trap, or to unlock the gate in the sewers underneath the village square. Whichever way you choose, the centerpiece of the Catacombs is the upgrade machine, which is currently blocked off by an iron cage.



Activate the disposal tubes.

There's a switch on one of the columns near the MP-40 weapons locker. Press it to activate the disposal tubes. There are a total of three; it costs 250 Jolts to enter and doing so sends you to the Catacombs, where you drop into one of three small alcoves. Here are their locations:

1. At the base of the Tower; accessible via a gate past the Bridge just outside the Pub.
2. In the Command room of the Bunker.
3. In the Laboratory on the wall near the electrical trap.

Each alcove contains a button; each one partially raises the cage off the upgrade machine. After pushing all three buttons, you can finally upgrade your hardware!

While you're at it, now is a good time to unlock any closed gates in the village. Doing so will come in handy later and it's worth some easy EXP. If you have any leftover Jolts, feed them to the Mystery Box for a chance at a Jack-in-the-Box decoy grenade.

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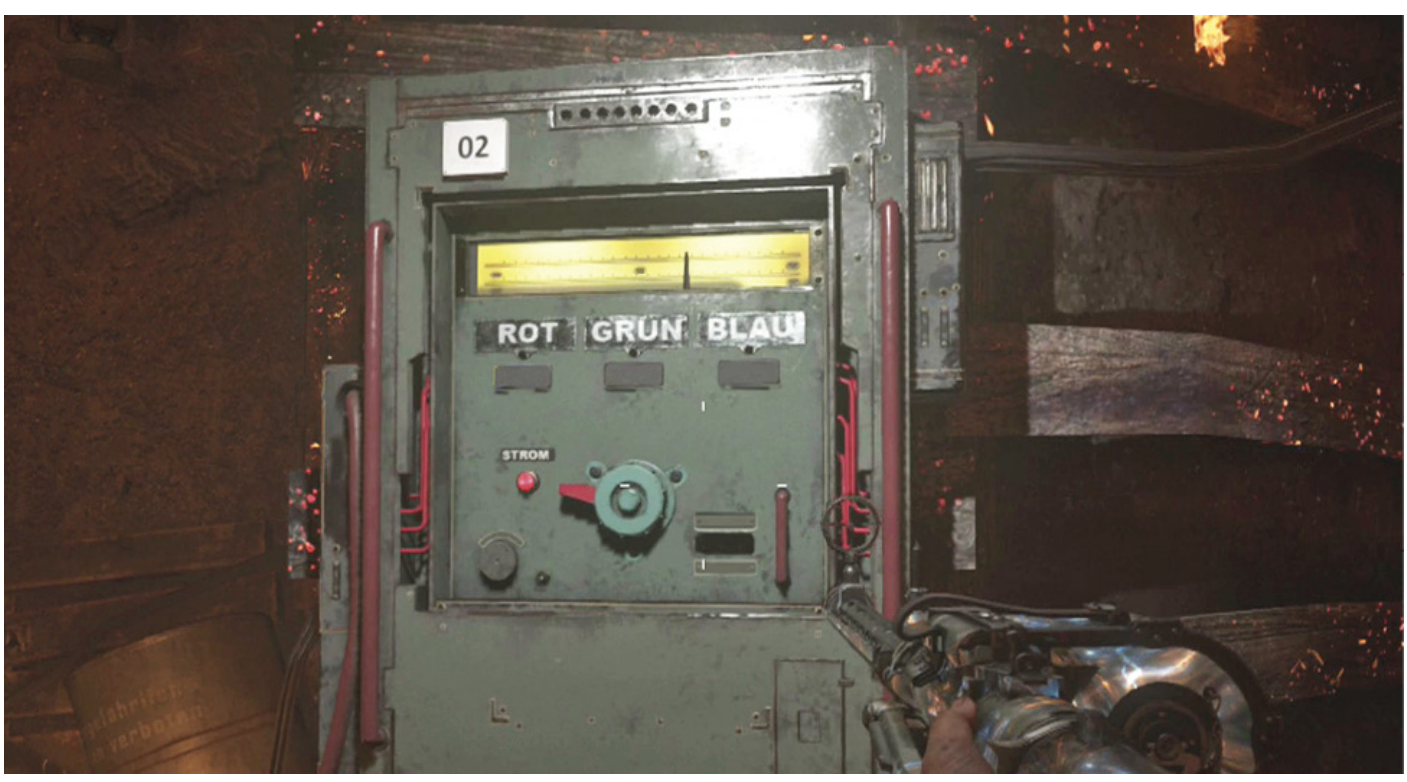
Part Four: The Right Hand of God

Open the objective screen and interact with the Right Hand of God in the Emperor's chamber to receive your next mission. There's a fuse box on the wall near the weapon forge in the command room. Interact with it to reveal a random pattern of four colors. Additionally, this activates three more fuse boxes scattered throughout the village.

Once you activate the first fuse box in the command room, you have sixty seconds to race across the map and flip the switches on the others. This is a tough run, especially if you're doing this solo, so it's worth investing in Laufenblitz if you don't already have it. Next, follow these steps:



1. From the command room, return to the village square.
2. Drop into the sewer tunnels and hit the fuse box outside the Catacombs.
3. Run through the Catacombs to the Riverside exit, activating the fuse box at the end of the tunnel.
4. Sprint across the Riverside to the Bridge and up through the Pub to the fuse box located outside the gate to the Tower.

Once complete, you've successfully activated the lightning rods, which are located at the end of the road outside the Tower. Now you must defend the rods from zombies while the rods power up. If this becomes too difficult, try to distract the horde with a Jack-in-the-Box. Don't worry about causing damage to the rods when using your grenades.

It's probably wise to station a player or two with machine guns to watch the Bridge. Many of the zombies are focused on the rods during this section, so it's not as dangerous as it could be, but it's still a potentially lethal objective.

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Part Five: The Left Hand of God

With the lightning rods doing their job, return to the Emperor's Tomb and inspect the Right Hand of God. You may notice here that there are three protrusions on its sides that look suspiciously like battery terminals.

When you leave the bunker again, a Nazi airship arrives and starts launching rockets at your position, forcing you to stay mobile or indoors. Occasionally, blast doors open on the ship's underbelly, revealing giant glowing weak points.

Look for glowing weak spots on the blimp.

Return fire against the blimp using the best long-range weapons at your disposal (i.e., light machine guns or rifles). Cause enough damage to the weak spots and the blimp loses one of its battery packs, which crashes to the ground in the village. Ideally, try to score the final hit on the blimp when it's above the village square or the courtyard near the Catacombs, as those are easy places to defend.

When you get a battery pack on the ground, set up a perimeter around it and power it up by killing nearby zombies. It's finished charging when the majority of it blows up, leaving behind a more portable battery. Carry the remains to the Emperor's Tomb and install it in the Left Hand of God.

You must wait a couple of minutes after every successful battery run for the blimp to return. Once it does, however, knock another battery off it and repeat the process. It takes three batteries to power the Left Hand of God, which lets you move on to the next stage.

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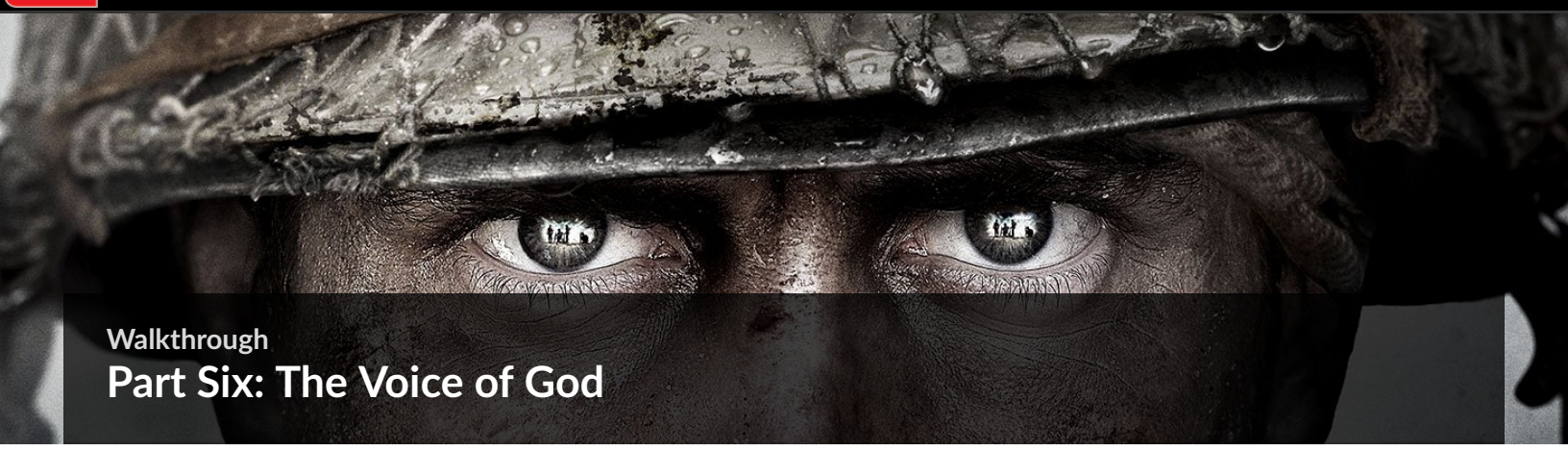

Walkthrough

Part Six: The Voice of God

You've reached the final piece of the puzzle: a simple combination lock. The solution is randomly generated in every match, but how you find the solution remains constant.

After picking up a severed Brenner's head, you can "aim" it with your iron sights button to shine an ultraviolet light. Shine it on one of the four paintings scattered throughout the village to reveal a bird-shaped icon and a Roman numeral. These objects correspond to the heraldry and code plates on the Voice of God.

The paintings are located here:

1. Pub
2. Courtyard (near the Bouncing Betty trap)
3. Catacombs
4. Morgue (in the room with the spike trap)

You can actually reveal the hidden messages as soon as you have a Brenner's head in your possession, which you might have done well before now. Figure out the code and input it into the Voice.

Once that is done, use a Tesla Gun to charge up the device. A single character can do this in a few shots, although it's quicker if two or more players attempt it. When prompted, walk up and activate the hilt.

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Walkthrough

Part Seven: Defeat the Panzermorder

This triggers the final battle of "The Final Reich": the arrival of the Panzermorder! Its appearance also locks down much of the village and scatters burning wreckage throughout, so you're locked into Riverside and the village square with the creature.

The Panzermorder takes up enough room that it's hard to dodge at close to medium range, but it also has a glass jaw. A player with a light machine gun can stun it at range with a single, long burst. The only reason not to keep it permanently knocked down is ammo efficiency.

A player armed with a decent LMG or upgraded rifle should attempt to keep the Panzermorder at bay while the rest of the crew deals with the local zombie population. You can't kill the Panzermorder through simple gunfire, however. Fortunately, the airship has returned.

Inflict damage on the blimp to make it drop battery packs. After empowering the battery pack by killing zombies near it, just as you did before, stick it onto the Panzermorder when it's stunned. Doing so drives it away for a few seconds and causes a Taschen Voll power-up to spawn, replenishing your ammo stores.

Stick three powered batteries into the Panzermorder to launch it into the sky, finishing it and the blimp in one fell swoop. You've successfully accomplished one major goal, but it's all downhill from here. There is no escape from the village and the game ends when your team is wiped out. In order to actually survive, you need to find some Easter eggs…

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Gameplay, Tips & Strategies

Overview

Nazi Zombies is a lot more complicated than you might expect. It's a learning process and once you know where to go and what to do, a minor mistake can still cost you the match. As you figure out the game's ins and outs, keep the following tips in mind.

ALWAYS STAY ON THE MOVE

Zombies can come from virtually anywhere — at any time. If you stand in one place for too long, you're just asking for trouble. Stay light on your feet and constantly check your six. Do not think you're safe, because you never are.

TEAM EFFORT

Nazi Zombies, as a rule, is about cooperation. You aren't doomed if you end up alone, but it's important to move as a unit. If you go down in an isolated location, you may be punished for your independence with the loss of some (or all) of your expensive and useful Blitzes. Don't be a hero. Stay together, and keep communicating.

SPACE CONTROL

There are good and bad places to fight a wave of zombies. Naturally, the "good" places tend to be the wide-open hub areas where it's difficult to get cornered. The "bad" places include tiny corridors and narrow spaces (such as the Morgue or Laboratory); unfortunately, you must accomplish story mission objectives here.

As such, try to control your battlegrounds as much as possible. If there's a big wave approaching, get your team to an open area where it's easier to fight. If you need to bring zombies to an area in order to power a device, you can kill off most of a wave in a more advantageous battlefield, then bring the survivors right where you want them. Your ability to choose where to make your stand is one of your best weapons in Nazi Zombies; keep it in mind and use it whenever possible.

ONE STEP AHEAD

You can buy some time to explore or purchase Blitzes by crippling or avoiding the last zombie in a round. While one player leads the zombie on a wild goose chase, the rest of your team can accomplish objectives or resupply.

This isn't a reliable practice, however. Nazi Zombies doesn't treat the zombies in a wave as individual entities. If you get too far away, the game will simply spawn fresh zombies in your immediate vicinity. You can "kite" a downed zombie more or less for an extended period of time, although standard zombies can break into a surprisingly quick run. If you get too far away from it, though, the game will "kill" it and spawn a new one within range of a player.

NEVER HELPLESS

You may assume that you'd be vulnerable while you're interacting with the environment, such as when turning the gas valves in the village square. Fortunately, that's not true. As long as you stay near the object and keep the interaction button held down, you can keep fighting using a melee attack; you cannot fire a weapon. If a zombie bursts through a nearby window, give it that third nostril it's begging for. You won't miss a step!

SHOVEL MELEE

You can use the shovel to one-shot kill all enemies in the first round, two-shot kill all enemies in the second round, and three-shot kill all enemies in the third round and so on.

ALWAYS REMEMBER TO SHARE

You can drop Jolts at any time for the benefit of other players. While the game does track each player's Jolts, this is less of a score and more of a communal resource. If you need a loan for a new weapon or a necessary upgrade, just ask a teammate and, more importantly, don't be afraid to lend out your Jolts. An upgrade for any member of your team is an upgrade for the entire team.

MAXIMIZE JOLTS

Every bullet landed gives 10 Jolts, while kills with a gun give 100, and the shovel 130. The best strategy to maximize Jolts is to shoot a zombie a few times with a weaker weapon, then finish them off with a melee for some additional Jolts.

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